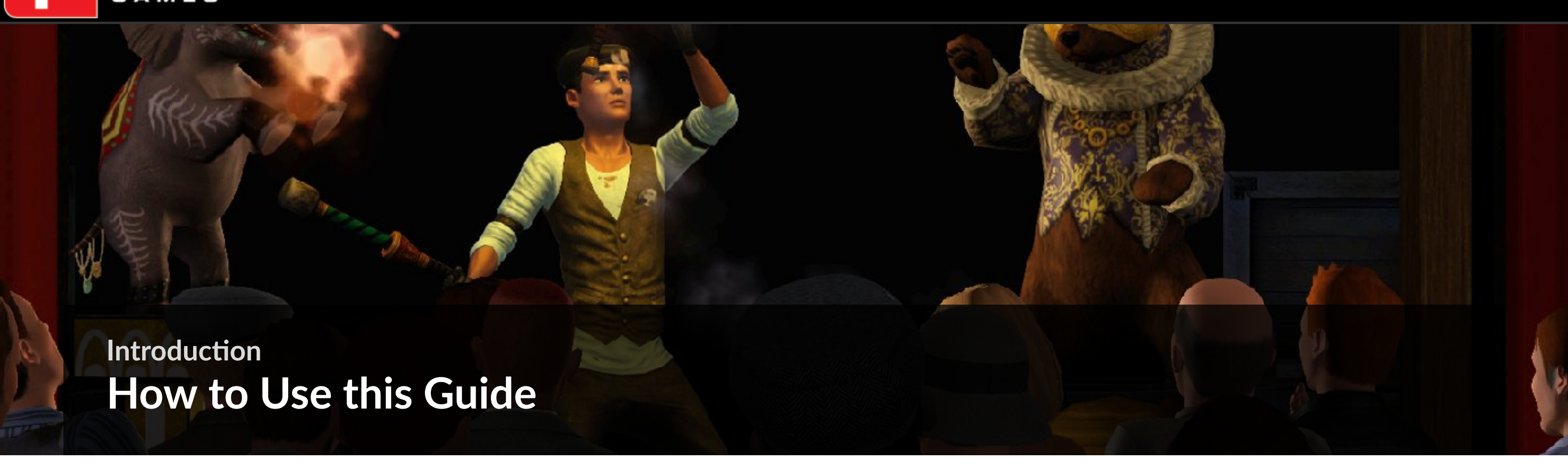


Introduction

How to Use this Guide

Have you always dreamed of making it big on stage? Then get ready to venture into the exciting world of The Sims 3 Showtime and live the dream as a Singer, Magician, Acrobat, or DJ. Experience the rise to stardom as your Sim performs on stage from one venue to the next.

The brand new town of Starlight Shores offers a variety of new venues and objects to hone your Sims' talents and skills. Will they rise to fame? Or go down in flames? Their destiny rests in your hands. And for the first time, Showtime introduces optional social features, including SimPort, an all-new feature that lets you send your Sims on tour to a friend's game!

There, your Sim can perform at your friend's venue in front of your friend's Sims! Showtime also includes a new Achievement system. Earn rewards for achieving goals and accomplishing special challenges that can be tracked and shared online. So what are you waiting for? Get out there and put on the show of your dreams!

How to Use this Guide

Welcome to the official game guide for The Sims 3 Showtime. This serves as your guide through the exciting new performance careers and swanky new venues offered in Showtime. Everything you need to know about the new expansion pack is covered in detail within the following sections. Here's a quick summary of what you'll find inside this guide.

New Simology

Showtime adds a variety of new features including new traits and Lifetime Wishes closely tied to the three new careers. This chapter will help you get up to speed on all the new features, including performances, stage setup, and even how to find Genies. The new SimPort feature is also explained, helping you send and host Sims on tour. All new wishes, moodlets, opportunities, socials, and Lifetime Rewards are also listed in this chapter.

New Venues & Real Estate

The legendary Los Sueños Strip in Starlight Shores is known for its eclectic mix of venues, offering performing Sims the chance to take the stage in front of a live audience. This chapter offers an in-depth look at every venue, offering performance tips as well as additional activities available at each club. This chapter also offers advice on investing in real estate in Starlight Shores, describing the benefits of partnerships and ownership.

Tour of Starlight Shores

Whether you're just visiting or planing a move, this chapter serves as the comprehensive guide to Showtime's new town, Starlight Shores. Here you'll find a detailed look at every place of employment, business, community spot, and park, as well as a listing for every home in this ideal town of fun-loving Sims. Once you've established yourself as a resident, go exploring to hunt down a wide range of collectibles, including glow bugs that come out at night. Using the provided maps, you'll never have to guess where to find each randomly appearing fish, insect, mineral, or seed.

Careers

Eager to hit the stage as a Singer, Magician, or Acrobat? Then look no further than this chapter detailing each career as well as the new DJ hobby you can turn into a fun (and lucrative) side job. Your Sims' on-stage actions have an impact on every performance as does the way you design the stage. Here you can learn everything you need to put on a great show. The pay scales for each venue type are also included, helping you determine which gigs pay the most.

New Objects

Like all expansion packs, Showtime adds a variety of new objects your Sims can purchase to beautify their homes (and stages). In this chapter we spotlight some of the coolest objects available including the Buck & Chuck Bronco—a mechanical bull that will have your Sims channeling their inner cowboy or cowgirl. This chapter is also home to the Object Catalog, a comprehensive listing of every new object, including prices, deprecation values, and any cool benefits.

Cheats

Below, we've provided some information about the available cheats. But don't think of these cheats as… well… cheating. Think of these as tools that let you tell your story your way. Don't cheat yourself out of the opportunity to use these commands to spice up and personalize your game.

To access the command console, press [shift]+[ctrl]+C and input the text of the desired command (it appears in the blue bar on the top of the screen). For some cheats to work, you may have to type TestingCheatsEnabled true first. Type Help for a list of all the currently available commands. To exit the command console, press [enter] or [esc].

Tip

Access the Cheats menu with [shift]+[ctrl]+C.

Popular Cheats

Help

- help
- help <cheatname>

Various cheats are available, depending on your game update and which expansion packs you have installed. To find out what cheats are available in your game, enter the cheat menu and type help. This lists all the currently available cheats. To find out more information about a specific cheat, type help <cheatname>.

Money Cheats

- kaching
- motherlode

The money cheats (kaching and motherlode) are a great way to skip some of the initial struggle. Sure, some young families have to work hard and scrimp to get by, but that's not the only option. I could pretend to be poor… ahem… but perhaps I'd rather pretend to be rich! Filthy stinking rich! Maybe I want a mansion with a moat, and a fast sports car, and a fat roll of cash to flash. Or maybe I just want to make some really neat houses, or focus on a skill, and I don't want to have to wait for my Sim to amass enough money the old-fashioned way.

There are lots of "valid" reasons for extra cash to come someone's way. I like to think that many of my Sims have trust funds or made a killing in tech stocks. A big cash infusion could be an inheritance or lottery winnings. Smaller cash infusions are similarly explainable. Perhaps your Sim took an advance on a credit card, won a door prize, or did a job under the table. Criminal Sims have obvious explanations for unearned cash, but anyone could have done a little extra side work or taken on an extra project.

Obviously, if you choose a Lifetime Wish that involves cash, such as Swimming In Cash or Life of Luxury, then use money cheats to reach that goal, you're just pushing the "I Win" button. You can cheat at solitaire too but… why? But if you have a story to tell, there's no reason to let money, or the lack thereof, stand in your way.

Real Estate Cheats

- freeRealEstate

The freeRealEstate cheat is especially useful if you're editing your town and don't want to be constrained to only a few small houses when placing your pre-made Sim neighbors. You may not even plan to actively play those Sims; they're just window dressing. So why not put them wherever you like?

Tip

Check the readme file from your latest expansion pack to see if it includes more information about cheats.

Reset

- resetSim <firstname> <lastname>
- resetSim *

In any computer game, glitches can happen. If your Sim ever gets stuck somewhere, don't panic. You might not have to lose your progress since your last save. Try ResetSim <firstname> <lastname> to reset your Sim back to their home lot. If you don't know who is stuck, use resetSim * to reset all Sims.

Tip

There's another way to reset your household if you're having glitches. Go into the Edit Town menu, click on your house, and evict your household. Then use the Save Copy to Library button to copy the house. Bulldoze the house, put the copy back on the lot, and move your household back in from the clipboard. This might solve the glitch.

Frame Rate

- framerate on/off

If you wonder how well your computer is rendering the game, you can turn on the frame rate counter with framerate on. When the little numbers on the right become annoying, you can turn it back off with framerate off.

Miscellaneous Cheats

Joke Please

- jokePlease

Prints a random joke to the console.

Move Objects

- moveObjects [on|off]

Removes footprint limitation for all object placement in Buy Mode and Build Mode. Removes limitations placed on hand tool for when objects are in use or for objects that normally are not movable. Is known to cause issues with game elements, routing, hidden object generation and manipulation, etc. Note that using this cheat allows you to move and delete objects that normally cannot be manipulated such as Sims. If you delete these objects, there is no way to get them back, so be careful!

Constrain Floor Elevation

- constrainFloorElevation [true|false]

Allows all terrain adjustments regardless of objects, Sims, and other structures on them. Walls, floors, and objects will move with the terrain, allowing you to create sloped walls and floored hills. However, placing new walls/floors will still flatten terrain, and placing objects will still require the terrain to be flat initially if the objects normally require it.

Disable Snapping to Slots

- disableSnappingToSlotsOnAlt [on|off]

When on, objects will not snap to slots while holding ALT. Useful for placing objects such as chairs near tables without them snapping, or placing counters near other counters, etc.

Headline Effects

- hideHeadlineEffects [on|off]

Hides all Sim overhead effects such as thought balloons and speech balloons.

Fade Objects

- fadeObjects [on|off]

Toggles whether objects fade when the camera gets close to them. Does not apply to Sims.

Slow Motion

- slowMotionViz <level>

Puts the visuals of the game in slow motion. Entering a "level" value is optional. Valid values range from 0 = normal speed to 8 = slowest.

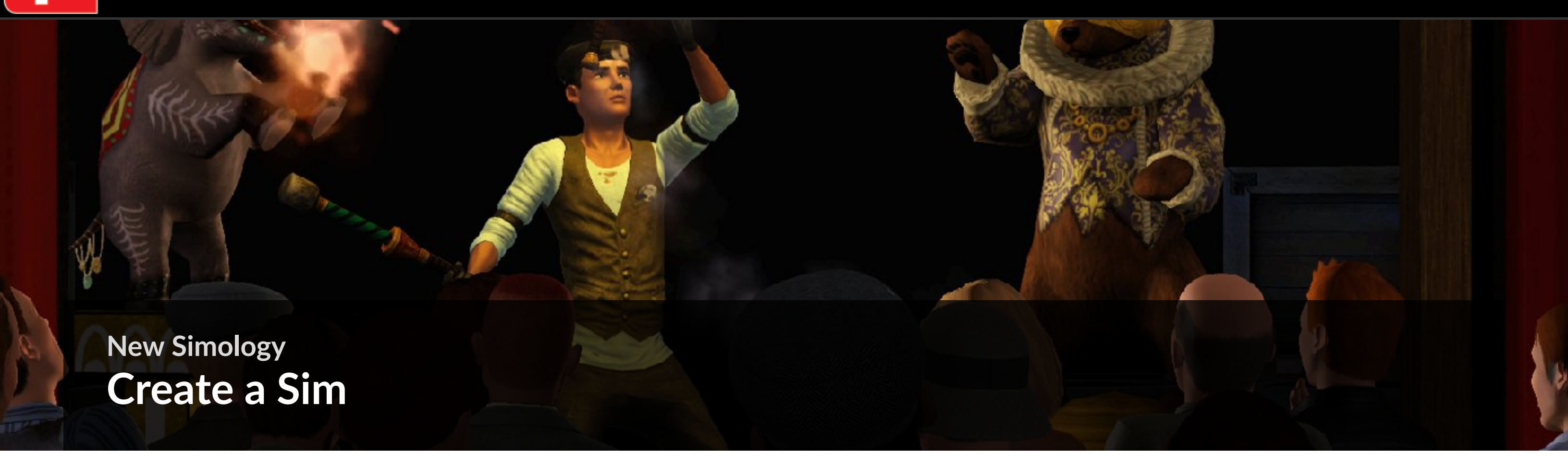
Unlock Outfits

- unlockOutfits [on|off]

Includes career outfits and service Sim outfits as options in Create a Sim. The cheat must be entered before going into CAS.

Enable Llamas

- EnableLlamas [on|off]

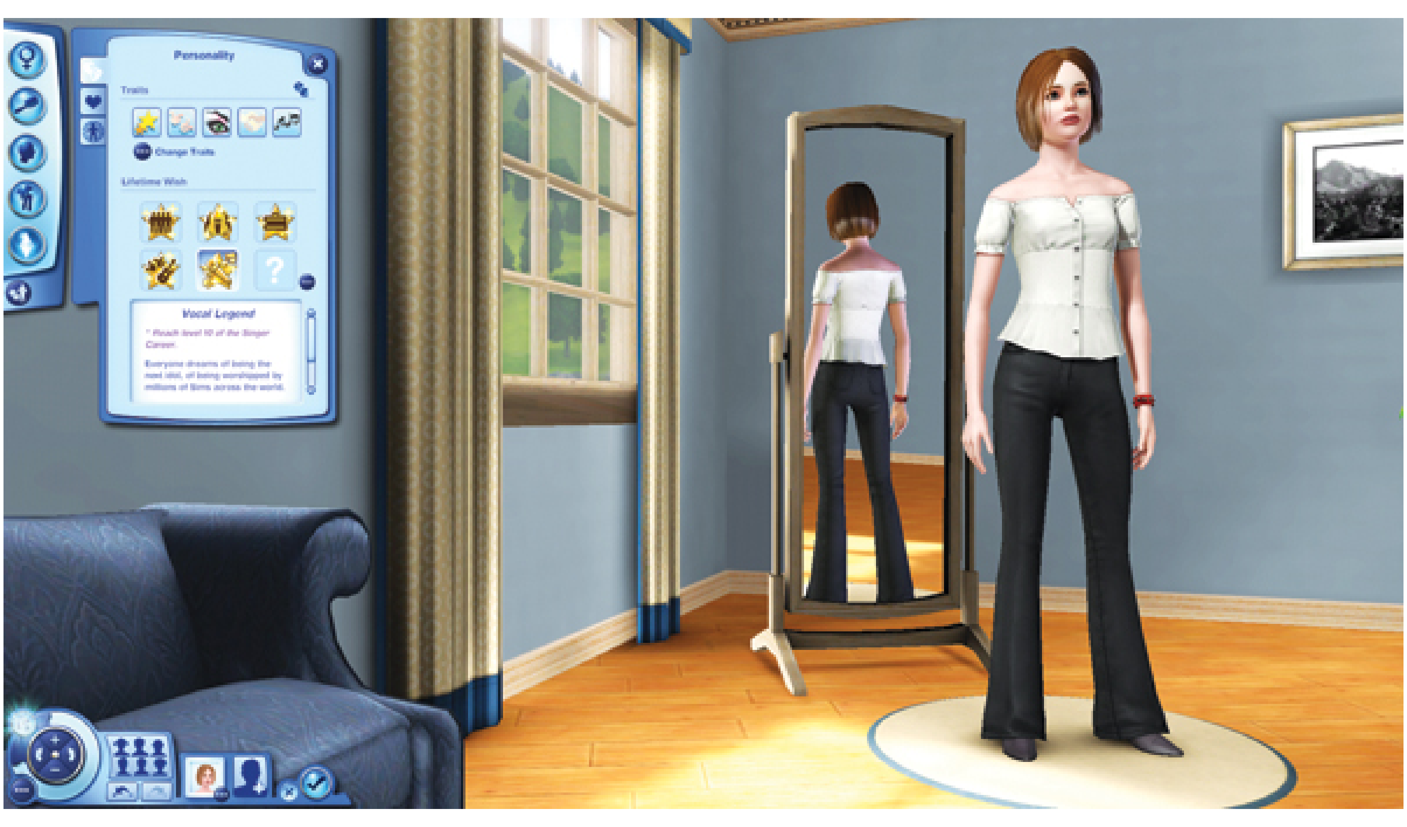


New Simology

Create a Sim

Starlight Shores is home to many talented Sims with hopes of making it big. But it takes a lot more than hopes and dreams to carve out a living in the highly competitive performance careers introduced in *Showtime* .

Whether your Sim chooses to become an Acrobat, Magician, or Singer, it takes talent, ambition, self-motivation, and an unwavering work ethic to rise up from modest street performer to headlining entertainer. In this chapter we take a close look at all of *Showtime* 's new features, starting with some tips on creating a Sim destined for greatness.



After designing your Sim, don't forget to assign traits and a Lifetime Wish.

If you choose to create a new Sim in *Showtime* , you will discover a few new options including new traits and Lifetime Wishes. You can also alter the appearance of your Sim in a variety of ways. *Showtime* adds many new options to Create a Sim: new clothes, new hairstyles, and much more.

Features such as body hair, breast size, make-up opacity, tattoos, and astrological signs are also carried over from previous expansion packs like *Ambitions* , *Generations* , and *Late Night* . Even if you don't have these earlier expansion packs installed, the Create a Sim features introduced by these expansions are still available in *Showtime* , offering a powerful set of Sim-altering tools for your prospective celebrity.

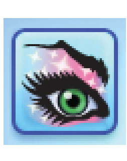
Ultimately the appearance of your Sims is up to you. Cosmetic alterations are just that—they do not affect success in relationships, careers, or other interactions. However, when it comes to assigning traits to your Sims, you'll want to pay close attention.

New Traits

When you create a Sim you can assign up to five traits. Traits affect so much, so choose carefully. All traits from any previous expansion packs that you have installed are available to your Sim, as well as three new traits introduced in *Showtime* : Diva, Natural Born Performer, and Social Butterfly.

Sims with the Ambitious, Charismatic, Diva, Natural Born Performer, and Virtuoso traits excel in the new performance careers. Negative traits such as Absent Minded, Clumsy, Coward, and Loser can hold a performer back, making it more difficult to advance in their chosen career. So if you want your Sim to become Starlight Shores' next superstar, choose your traits carefully. To find out which traits best benefit (or harm) each new performance career, turn to the Career section.

Diva



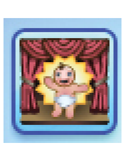
Description: Divas are amazing…and don't you forget it! When they are good, they're great, and when they're bad, they're better!

Benefits: Diva Sims excel as Singers, using their inflated confidence to quickly advance in their career and turn out stellar vocal performances on-stage.

Shortcomings: Divas are self-absorbed egomaniacs. They're not easily impressed and take longer to befriend. Divas may slap other Sims if they feel insulted and are quick to break-up with friends following arguments.

Unique Features: Divas have several unique social interactions, including the ability to compliment themselves and request compliments from others.

Natural Born Performer



Description: Natural Born Performer Sims are most comfortable on a stage and never happier than when they are in front of an audience.

Benefits: Sims in any performance career benefit from this trait. They are quick to learn the skills of their career and less likely to fail on-stage. And when failures do occur, audiences are more forgiving.

Shortcomings: None

Unique Features: Audience members watching a Sim with this trait have a chance of getting the Drawn In moodlet. Performers with this trait have a chance of gaining the Born to Do This moodlet when performing on stage or choosing the unique TaDa! self interaction.

Note

Sims with the Natural Born Performer trait can perform a variety of interactions "With Flair" such as Shower With Flair or Dance With Flair. Only the names of these interaction benefit from the flourish. The actual interactions (and animations) are no different.

Social Butterfly

Description: Social Butterfly Sims aren't happy unless they're socializing and will do just about anything to be the center of attention.

Benefits: Sims with this trait are more likely to socialize with strangers in an attempt to make new friends. They are more accepting of incoming social interactions too.

Shortcomings: Social needs decline quickly unless Social Butterfly Sims are socializing.

Unique Features: Sims with this trait have a chance of receiving the It's All About Me! positive moodlet when performing multiple social interactions in a day. Likewise, they can receive the It's Like I'm Invisible negative moodlet when their social needs are neglected.

New Lifetime Wishes

When you first conjure up a Sim in Create a Sim, you select a Lifetime Wish. Each Sim has six possibilities. Five are determined by the traits you give them. The sixth option allows you to select any Lifetime Wish you want, regardless of assigned traits. Satisfying a Lifetime Wish takes a lot of work, but is worth a lot of Lifetime Happiness points, the currency used to purchase Lifetime Rewards. Showtime's new Lifetime Wishes are tied to the new performance careers.

Master Acrobat

- Reach level 10 of the Acrobat Career.

Many young Sims fall in love with tumbling and jump headfirst into acrobatics, hoping that their leap of faith will end in sold-out performances before crowds of adoring fans. It will take years of stretching, bending, and treating burns, but great strength of body—and perseverance—will lead a Sim to the title of Master Acrobat.

Master Magician

- Reach level 10 of the Magician Career.

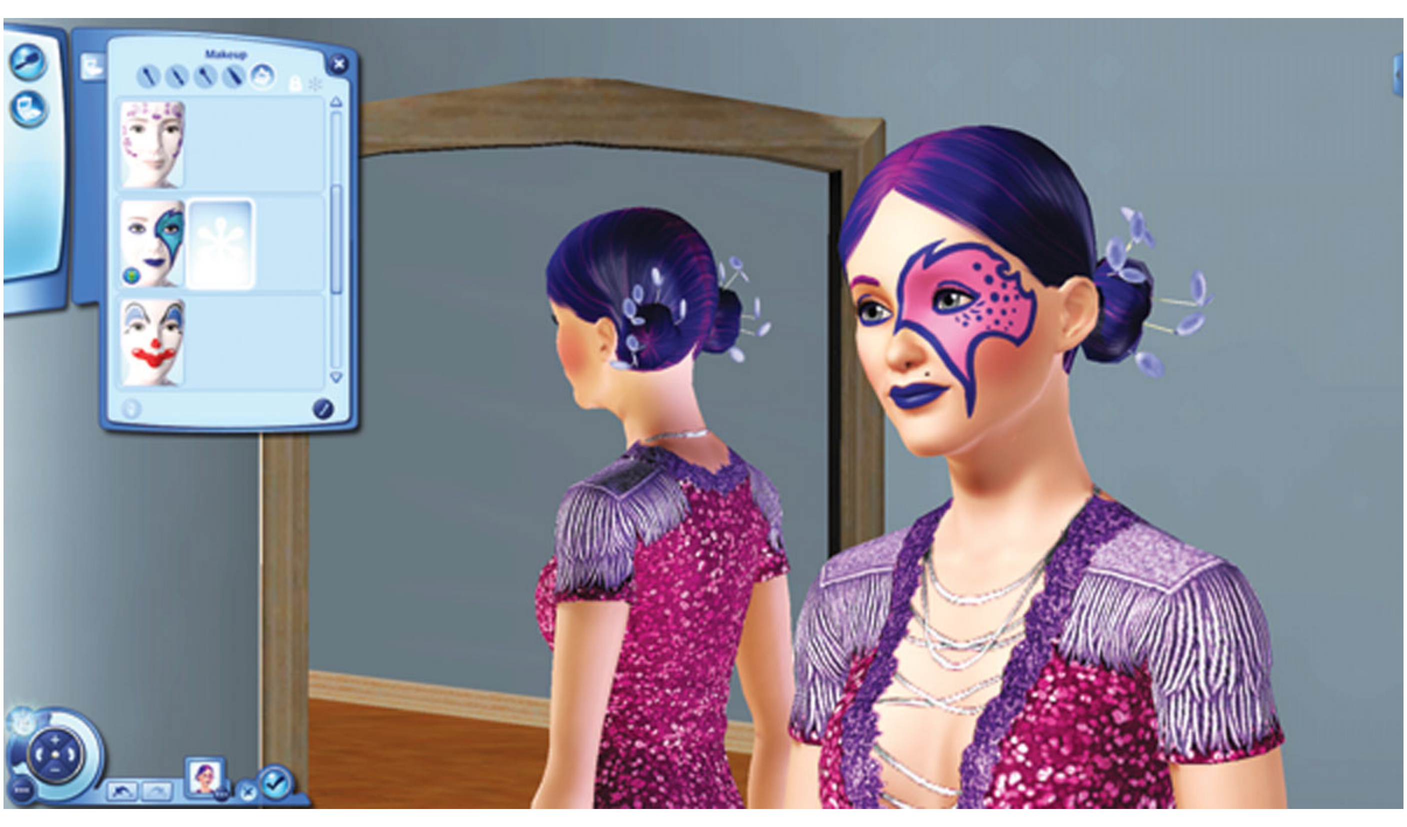
The world of magic and illusion seems exotic and mysterious to most Sims. To make it as a Magician, your Sim must master tricks ranging from making small objects appear to escaping complicated death traps. It will be dangerous, but success will surely lead to fame and glory as a world-renowned illusionist.

Vocal Legend

- Reach level 10 of the Singer Career.

Everyone dreams of being the next idol, or being worshipped by Sims across the world. But can you work through the years of stress and obscurity to reach the heights of super-stardom?

Customizing Career Outfit & Appearance

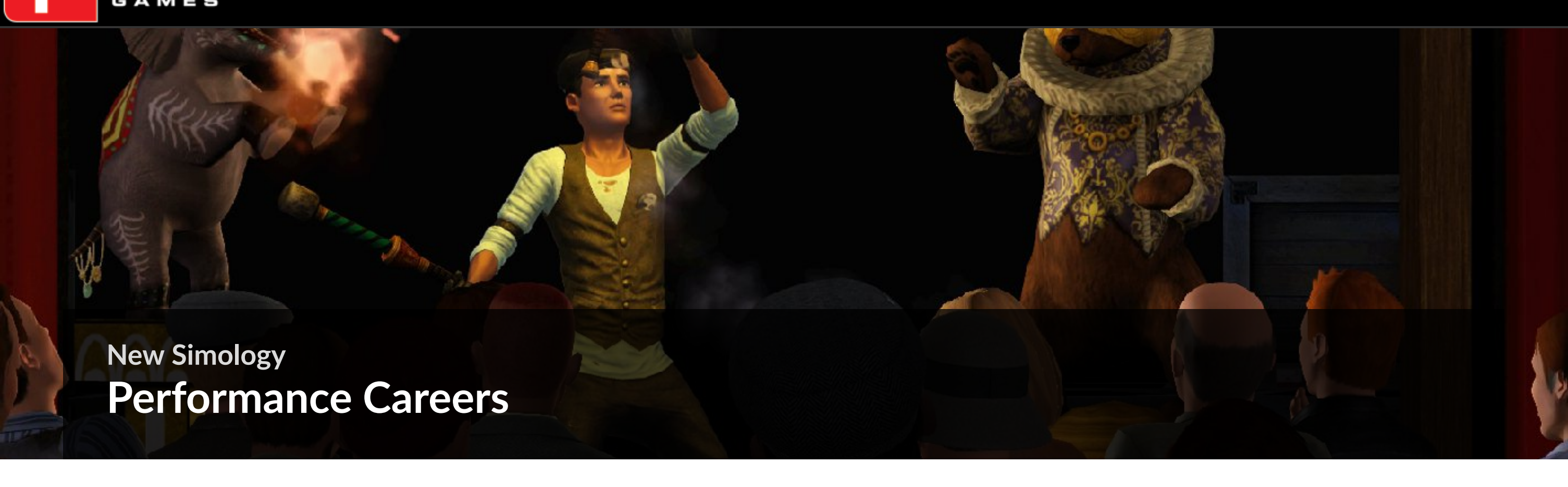


A bit too dramatic? Perhaps. But you're not trying to blend in, are you?

Sims with a career can now customize what they wear to work by interacting with a dresser and a mirror. Click on the dresser and select Plan Outfit to open the Create a Sim interface. Choose the Career panel to see available career outfits. The default career outfit cannot be edited, but selecting the + button will add a second and third custom outfit. These outfits can be customized any way you like.

Whichever career outfit your Sim is wearing when you choose Accept will be the outfit they automatically spin into when going to work. You can also customize your Sim's hair and make-up by choosing the Change Appearance interaction from any mirror. This opens the Create a Sim interface allowing you to select different hairstyles and makeup options.

Make sure the lock icon is unlocked if you want the hair and makeup to apply only to the current outfit. Click the Accept button at the bottom of the interface to save your changes. Your Sim is now ready to go to work in their snazzy new duds.



New Simology

Performance Careers

Sims can now take on new careers, known as performance careers, that bring them out of the office! Obtain these careers using the newspaper or computer, or by talking to a proprietor at any performance venue. Performance careers include Acrobat, Magician, and Singer.

Sims starting out in all three careers can perform for tips on community lots, and Singers have the added opportunity of performing Sing-A-Gram jobs for paying customers. As performers advance, they can perform shows at venues around town.

Performance careers reward Sims for taking care of job responsibilities listed on the Career tab. As Sims earn job experience, they receive promotions.

Note

For more information on the new performance careers, click ahead to the Careers section.

Gigs

Making a name for yourself in Starlight Shores isn't easy. Performing on street corners for pocket change won't cut it. To make it big, you must perform gigs at the town's various venues. Gigs can be performed at any venue with a stage. But you'll need to prove you deserve time in the spotlight before you can step in front of an adoring audience.

Venues & Proprietors

You must audition for a venue's proprietor before you can land a gig.

Each venue in town is run by a proprietor. Proprietors are responsible for scheduling gigs as well as emceeing SimFest events held at their venue.

If you want to play a gig at a venue, you need to talk with the proprietor. Upon arriving at a venue, use the Call Over Proprietor self interaction. Along with other conversational options, you can choose Audition for Gig—this is how you schedule a gig at the particular venue.

But winning over a proprietor isn't as simple as staging an enthusiastic audition. If you're just starting out in your career, none of the venues will book you.

You can audition, but you won't get a gig until you reach at least Level 2 of your career, at which point the Verde Park stage becomes available. As you advance through your career by leveling up, more and more venues become available.

Even though you can't yet perform at a certain venue, you should still meet the proprietor and audition. Auditioning increases your career experience, helping you level up. But you can't level up by performing repeated auditions for a single proprietor. After an unsuccessful audition there is a one-day cooling down period before you can audition at that venue again.

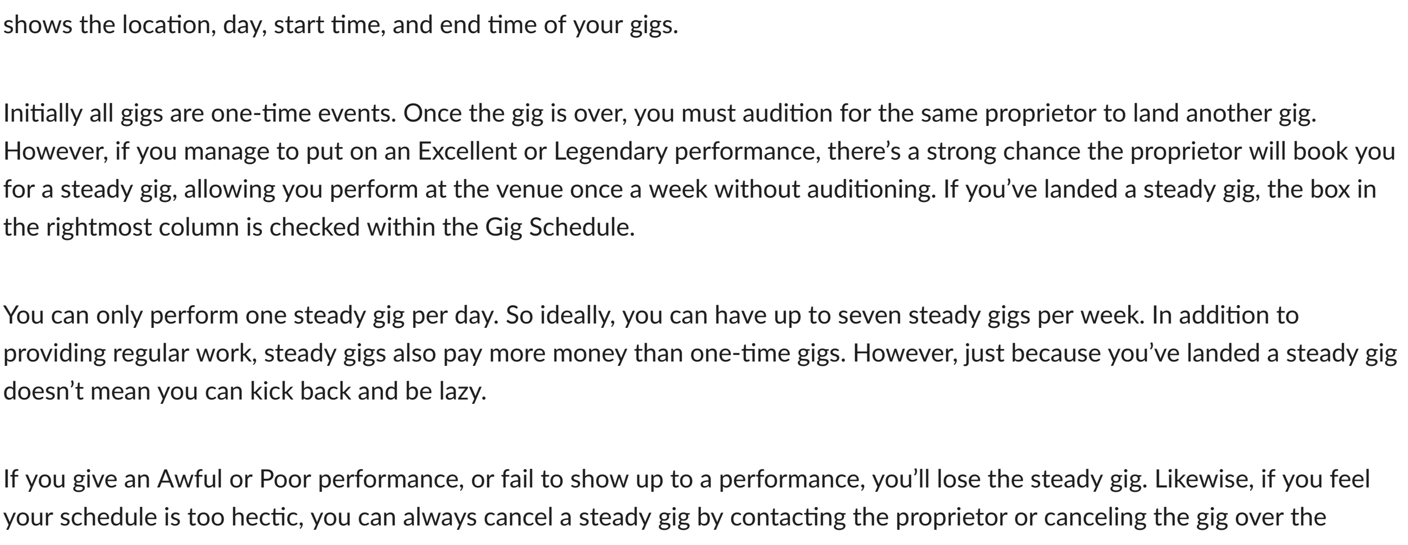
Gig Unlocks

Venue	Career Level
Verde Park	2
Flying V's Coffeehouse	3
Mick's Master Karaoke	5
MN8	5
Rodeo-Go-Go	5
Brotherhood of Fine Fellows Hall	7
Los Sueños Private Club	7
Port-A-Party Warehouse	7
The Binder Clips Center	8
Hoi Polloi Events Center	8

Note

Don't think you can just schmooze your way into a gig by befriending (or seducing) a proprietor. No matter how friendly you become, you must still meet a venue's career level criteria before you can successfully land a gig.

Gig Schedule & Steady Gigs



Gig Schedule

Location	Day	Start	End	Steady
Mick's Master Karaoke	Monday	4:00 PM	6:00 PM	☐
Rodeo-Go-Go	Tuesday	6:00 PM	9:00 PM	☐
Flying V's Coffeehouse	Wednesday	8:00 PM	10:00 PM	☐
MN8	Thursday	6:30 PM	8:30 PM	☐
Verde Park	Friday	6:00 PM	9:00 PM	☐

Local Phenomenon
Celia the Voice
Stipend: §640/Week

Be sure to check your schedule regularly so you can prepare for upcoming performances.

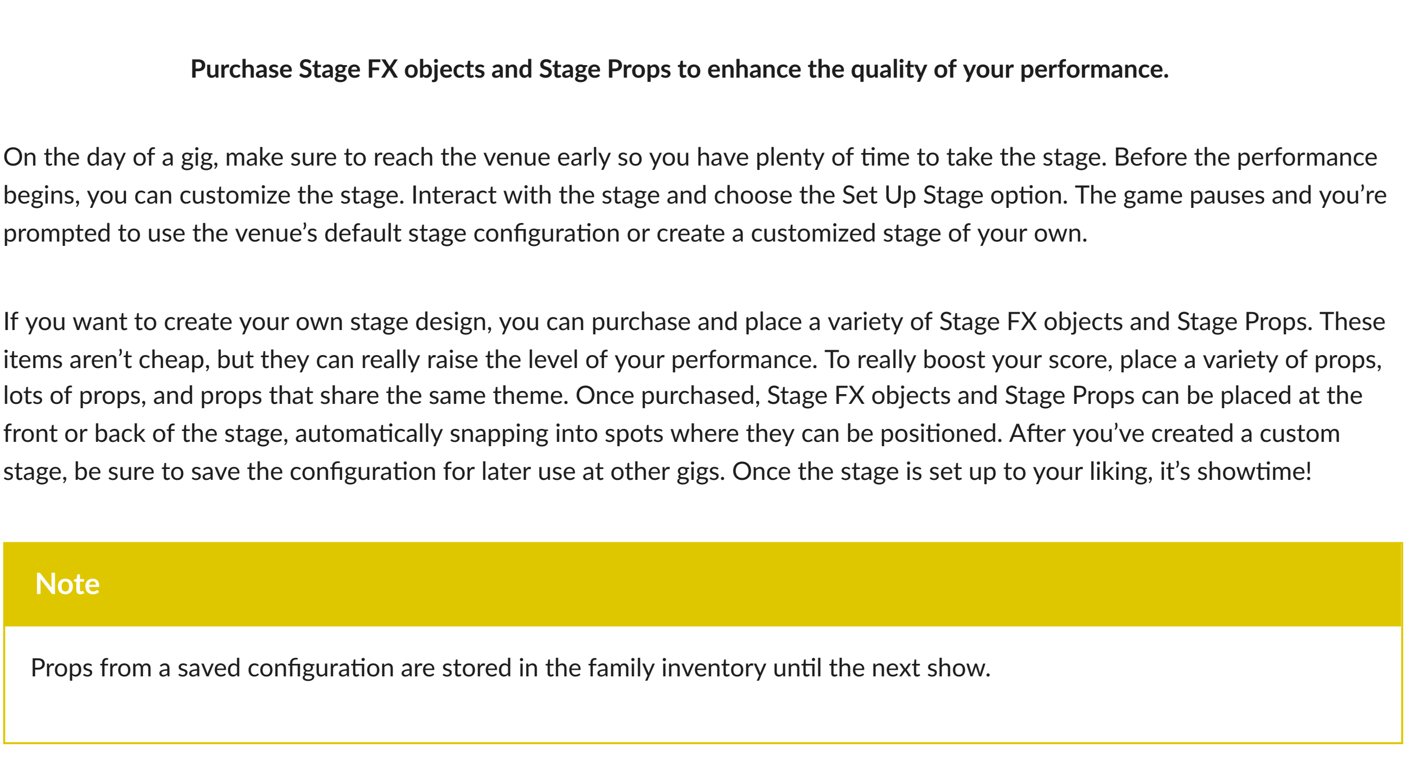
If you've managed to impress a proprietor with your skills, they'll sign you up for a gig at their venue. The new gig appears in your Gig Schedule. To view the this schedule, open your Career tab and click on the Gig Schedule button. This handy planner shows the location, day, start time, and end time of your gigs.

Initially all gigs are one-time events. Once the gig is over, you must audition for the same proprietor to land another gig. However, if you manage to put on an Excellent or Legendary performance, there's a strong chance the proprietor will book you for a steady gig, allowing you perform at the venue once a week without auditioning. If you've landed a steady gig, the box in the rightmost column is checked within the Gig Schedule.

You can only perform one steady gig per day. So ideally, you can have up to seven steady gigs per week. In addition to providing regular work, steady gigs also pay more money than one-time gigs. However, just because you've landed a steady gig doesn't mean you can kick back and be lazy.

If you give an Awful or Poor performance, or fail to show up to a performance, you'll lose the steady gig. Likewise, if you feel your schedule is too hectic, you can always cancel a steady gig by contacting the proprietor or canceling the gig over the phone.

Stage Setup



Purchase Stage FX objects and Stage Props to enhance the quality of your performance.

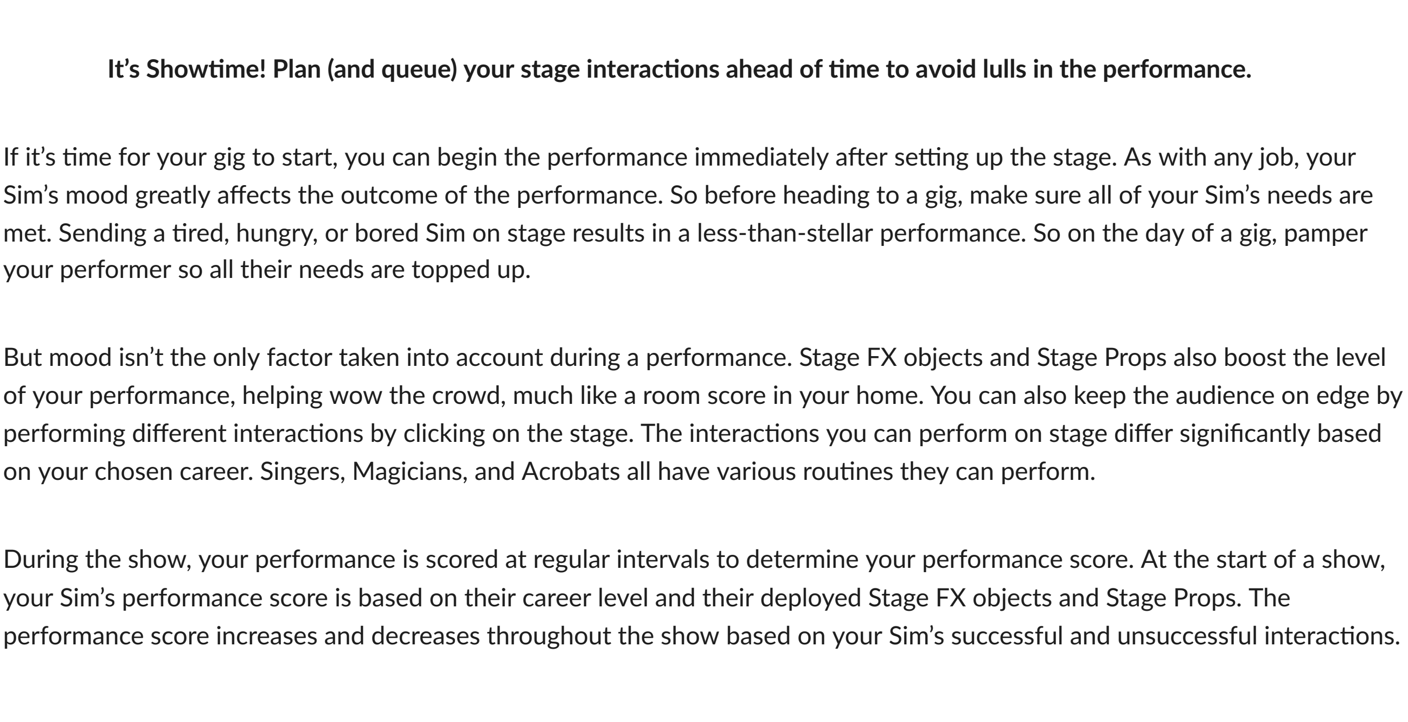
On the day of a gig, make sure to reach the venue early so you have plenty of time to take the stage. Before the performance begins, you can customize the stage. Interact with the stage and choose the Set Up Stage option. The game pauses and you're prompted to use the venue's default stage configuration or create a customized stage of your own.

If you want to create your own stage design, you can purchase and place a variety of Stage FX objects and Stage Props. These items aren't cheap, but they can really raise the level of your performance. To really boost your score, place a variety of props, lots of props, and props that share the same theme. Once purchased, Stage FX objects and Stage Props can be placed at the front or back of the stage, automatically snapping into spots where they can be positioned. After you've created a custom stage, be sure to save the configuration for later use at other gigs. Once the stage is set up to your liking, it's showtime!

Note

Props from a saved configuration are stored in the family inventory until the next show.

Performance



It's Showtime! Plan (and queue) your stage interactions ahead of time to avoid lulls in the performance.

If it's time for your gig to start, you can begin the performance immediately after setting up the stage. As with any job, your Sim's mood greatly affects the outcome of the performance. So before heading to a gig, make sure all of your Sim's needs are met. Sending a tired, hungry, or bored Sim on stage results in a less-than-stellar performance. So on the day of a gig, pamper your performer so all their needs are topped up.

But mood isn't the only factor taken into account during a performance. Stage FX objects and Stage Props also boost the level of your performance, helping wow the crowd, much like a room score in your home. You can also keep the audience on edge by performing different interactions by clicking on the stage. The interactions you can perform on stage differ significantly based on your chosen career. Singers, Magicians, and Acrobats all have various routines they can perform.

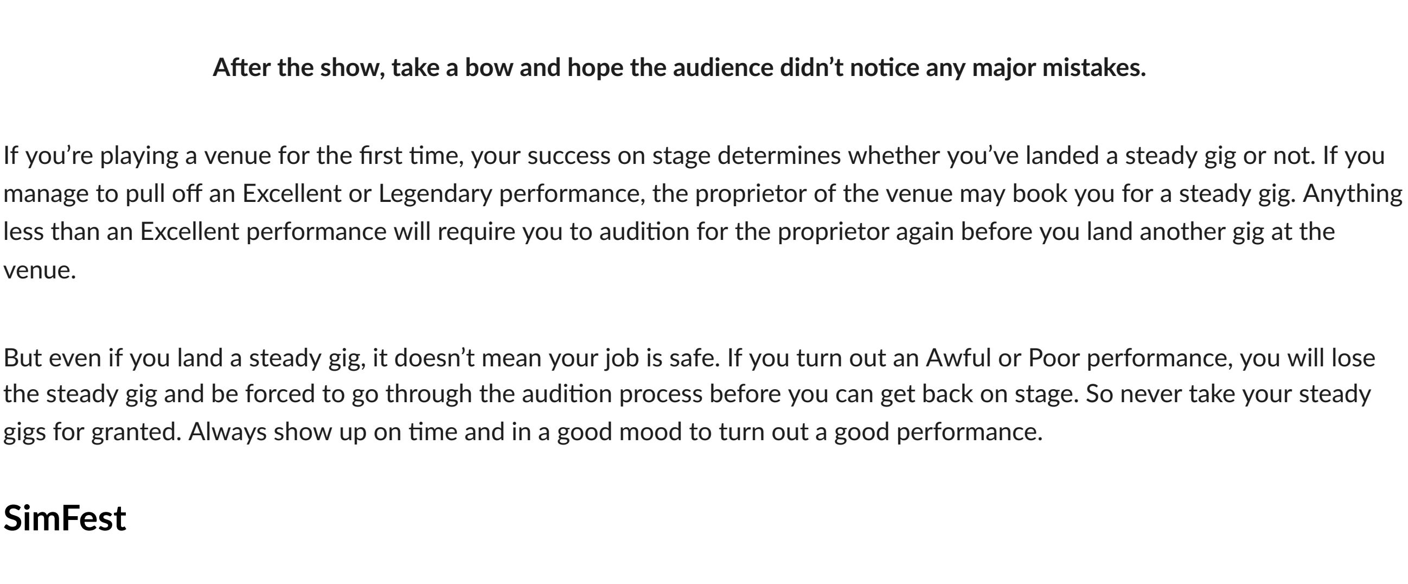
During the show, your performance is scored at regular intervals to determine your performance score. At the start of a show, your Sim's performance score is based on their career level and their deployed Stage FX objects and Stage Props. The performance score increases and decreases throughout the show based on your Sim's successful and unsuccessful interactions.

If you repeat the same interactions over and over, the audience may become bored and the performance score will suffer. So perform a variety of different interactions to keep the performance fresh. Of course, you can just let your Sim perform autonomously, but autonomous interactions are always worth less than directed interactions. At the end of the show the sampled scores are averaged to determine your final performance score and the overall outcome of the show. The following list shows the six possible results (from lowest to highest), which come in the form of reviews and buffs.

- Awful Performance
- Poor Performance
- Standard Performance
- Great Performance
- Excellent Performance
- Legendary Performance

Tip

For the best scores, deploy Stage FX and Stage Props, and employ a variety of user-directed interactions.

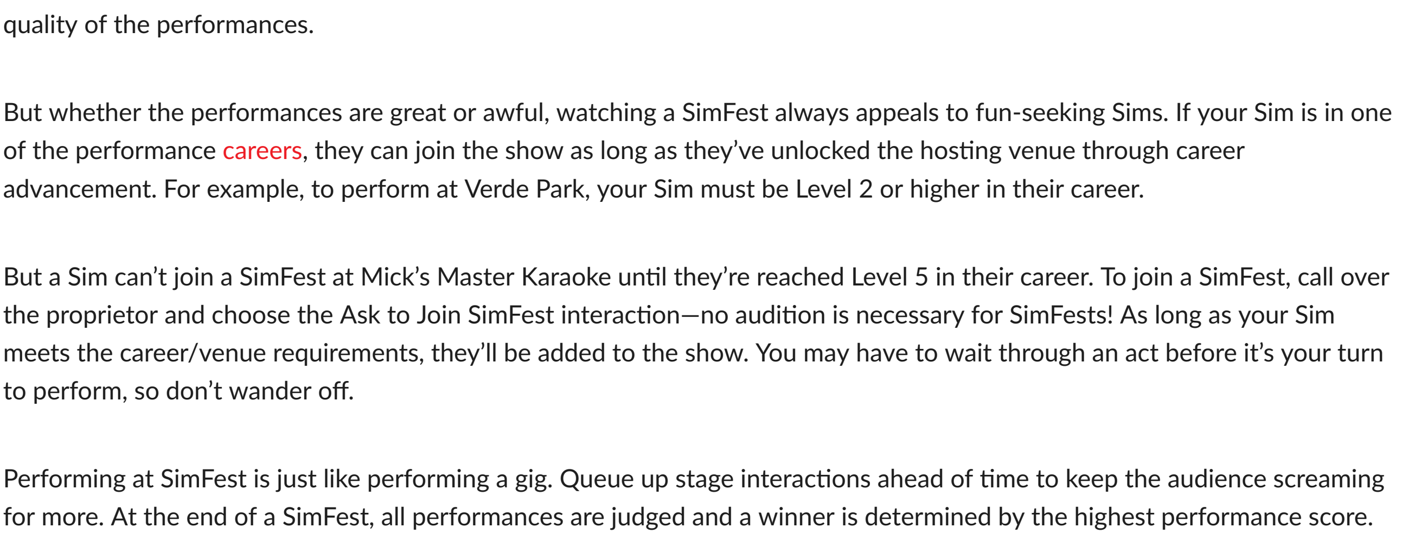


After the show, take a bow and hope the audience didn't notice any major mistakes.

If you're playing a venue for the first time, your success on stage determines whether you've landed a steady gig or not. If you manage to pull off an Excellent or Legendary performance, the proprietor of the venue may book you for a steady gig. Anything less than an Excellent performance will require you to audition for the proprietor again before you land another gig at the venue.

But even if you land a steady gig, it doesn't mean your job is safe. If you turn out an Awful or Poor performance, you will lose the steady gig and be forced to go through the audition process before you can get back on stage. So never take your steady gigs for granted. Always show up on time and in a good mood to turn out a good performance.

SimFest



Call over a venue's proprieter if you want to join a SimFest. Otherwise, enjoy the show!

SimFest is a local talent show held regularly at Starlight Shores' various venues. Any Sim can attend a SimFest and see what kind of talents the locals have to offer. Watching a SimFest can result in both positive and negative moodlets depending on the quality of the performances.

But whether the performances are great or awful, watching a SimFest always appeals to fun-seeking Sims. If your Sim is in one of the performance careers, they can join the show as long as they've unlocked the hosting venue through career advancement. For example, to perform at Verde Park, your Sim must be Level 2 or higher in their career.

But a Sim can't join a SimFest at Mick's Master Karaoke until they're reached Level 5 in their career. To join a SimFest, call over the proprietor and choose the Ask to Join SimFest interaction—no audition is necessary for SimFests! As long as your Sim meets the career/venue requirements, they'll be added to the show. You may have to wait through an act before it's your turn to perform, so don't wander off.

Performing at SimFest is just like performing a gig. Queue up stage interactions ahead of time to keep the audience screaming for more. At the end of a SimFest, all performances are judged and a winner is determined by the highest performance score.

If your Sim put on the best performance, they win a SimFest Trophy and a varied amount of money depending on the prestige of the venue. Winners also benefit from the SimFest Winner moodlet (+25) lasting for eight hours. But even if you don't win a SimFest, the career experience gained from performing in front of a live crowd is well worth the effort.

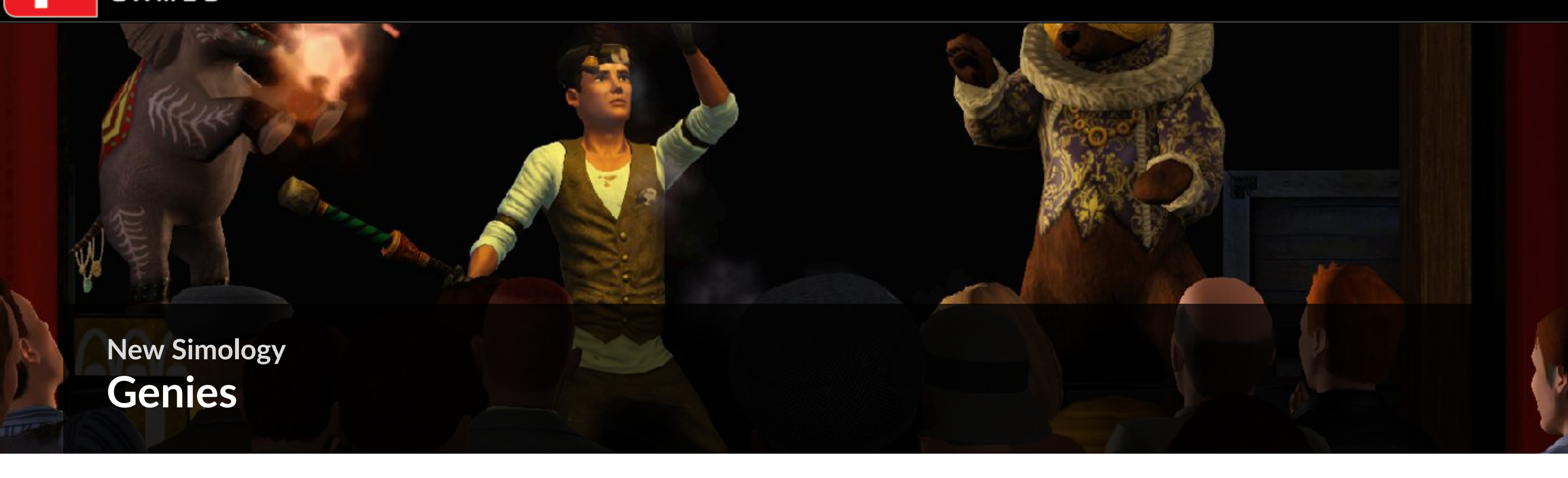
Note

You can't set up the stage for a SimFest.

SimFest Performance Duels

Sims can also be challenged to performance duels within SimFests. Performance duels allow two Sims to go head-to-head in a SimFest. To challenge someone, click on the Sim you wish to challenge and select the Challenge to Performance Duel interaction. The Sim being challenged must be an Acrobat, Magician, or Singer and must be near the career level of the challenging Sim.

Challenges do not take place simultaneously. Instead, the challenged Sim performs first, followed by the challenger. The Sim with the highest performance score wins the duel and nets the same moodlets and Simoleons as if they won the SimFest. But it's also possible to win a duel and the overall SimFest competition on the same day. This is a great way to boost your mood and household funds!



New Simology

Genies

Genies are magical beings made of fire and desert wind. If your Sim is lucky enough, they might come across a Dusty Old Lamp containing a Genie.

Once summoned from the lamp, a Genie can interact with your Sim just like anyone else in town. But as everyone knows, Genies can grant three powerful wishes. What will your Sim wish for?

But don't get ahead of yourself. Procuring a Dusty Old Lamp is easier said than done.

Finding a Dusty Old Lamp

The Dusty Old Lamp is home to a powerful Genie capable of granting your Sim three wishes.

Before a Genie can grant any wishes, you must first find a Dusty Old Lamp in which a Genie resides. There are four different ways your Sim can acquire a Dusty Old Lamp:

- **Explore the Catacombs:** Go to the Mausoleum at Lidview Cemetery and choose the Explore Catacombs interaction. The catacombs beneath Starlight Shores are filled with loot, including rare gems and seeds. If your Sim is very lucky there is a random chance they'll emerge with a Dusty Old Lamp. But more likely than not, they'll simply return to the surface with the Horrified moodlet, negatively affecting their mood for eight hours.

- **Enter Dimensional Gate:** If your Sim has maxed out the Handiness skill, they can upgrade the new PlasmaPunch Gyroscopic Conductor object with a Dimensional Gate. Once properly installed, choose the Enter Dimensional Gate interaction on the PlasmaPunch Gyroscopic Conductor. When your Sim temporarily disappears into the Dimensional Gate there is a random chance they'll find a Dusty Old Lamp.

- **Performance Gift:** If your Sim is in one of the new performance careers, there is a random chance they'll receive a "unique gift" from an anonymous admirer following a gig. If you're notified of such an event, be sure to check your mailbox when you get back home to add a Dusty Old Lamp to your inventory.

- **Lifetime Reward:** If all else fails, you can always purchase a Dusty Old Lamp as a Lifetime Reward. But it will cost you… 30,000 Lifetime Happiness points! So you better start saving.

Note

The Dusty Old Lamp is small object that can be carried within your Sim's inventory or placed on any surface within your household. When outside your Sim's inventory, the lamp cannot be stolen or destroyed by fire.

You Ain't Never Had a Friend…

Yes, Genies like karaoke. Summon your Genie, form a group, and head out on the town for a night of fun!

Once you've acquired a Dusty Old Lamp, you can summon the Genie and begin making wishes. To summon the Genie for the first time, use the Clean Lamp interaction on the Dusty Old Lamp.

This causes the Genie to materialize directly in front of you, sporting deep blue skin and some stylish threads. You can interact with Genies the same way you interact with other Sims, engaging them in normal conversation or even forming a group.

Consider taking your Genie out for a night on the town—is there any better way to party? Having summoned the Genie, you can also choose two unique social interactions: Return Genie to Lamp and Make a Wish.

Use the Return Genie to Lamp interaction anytime you want the Genie out of your way. A Genie automatically returns to the lamp if they are ignored for a short time.

You can make the Genie reappear by choosing the Summon Genie interaction on the Dusty Old Lamp. Once the Genie is out of the lamp, use the Make a Wish interaction when you're ready to make your first wish.

Three Wishes

You can make only one wish per day. That gives you time to make a good decision.

The Genie grants only three wishes, so take some time to think things over. You can choose from 10 possible wishes, each has a unique effect.

Genie wishes function much like Lifetime Rewards but cost no Lifetime Happiness points. After a wish is made you must wait 24 hours before you can make another wish—hey, even Genies need time to rest.

After granting your final wish, the Genie disappears along with the Dusty Old Lamp. Before you make your first wish, study the different options in the following table to determine the best choice for your Sim.

Wishes that award permanent, positive moodlets (like Happiness and World Peace) are always good choices.

Genie Wishes

Wish	Description
Beauty	Permanently increases chance of success for all Romantic social interactions. Cannot be wished for twice.
Happiness	Gain the Eternal Joy moodlet (+25) permanently. Cannot be wished for twice.
Fortune	Add §100,000 to Household Funds.
Free the Genie	Set the Genie free and allow them to become a member of the household. Must complete Free the Genie opportunities.
Large Family	Gain the Feeling Fertile moodlet until the next Try for Baby interaction. Results in triplets when Try for Baby interaction is chosen.
Long Life	Extend your lifespan by 30 days. Cannot be wished for twice.
Love	Make any Sim fall in love with you. Gain the Enchanted Love moodlet (+10) for 24 hours.
More Wishes	Wish for another wish. Rare chance of getting two extra wishes.
Resurrect Sim	Resurrect a dead Sim from lot to become a member of the household.
World Misery	Must have Evil trait. Gain the Miserable moodlet (+25) permanently. Cannot be wished for twice.
World Peace	Available to Sims without Evil trait. Gain the Peaceful moodlet (+25) permanently. Cannot be wished for twice.

Tip

Always try the More Wishes option—you have nothing to lose. Worse case scenario, you'll trade one wish for another. But there is a small (random) chance you can coax one extra wish from the Genie.

Freeing the Genie

Only you have the power to set the Genie free! Complete three opportunities to gain a new (and blue) best friend!

While the Genie has nearly endless magical power, it is forever bound to the Dusty Old Lamp. However, if you're generous enough to sacrifice one of your wishes, you can set the Genie free!

If you choose the Free the Genie wish, make it your final wish. Once the Genie is free, no more wishes can be granted.

However, you must become good friends with the Genie before this option is even available. So spend some quality time with your Genie in an effort to create a close friendship.

Consider forming a group and going out to dinner or a night of karaoke. Once your relationship with the Genie has improved, the Free the Genie wish becomes available.

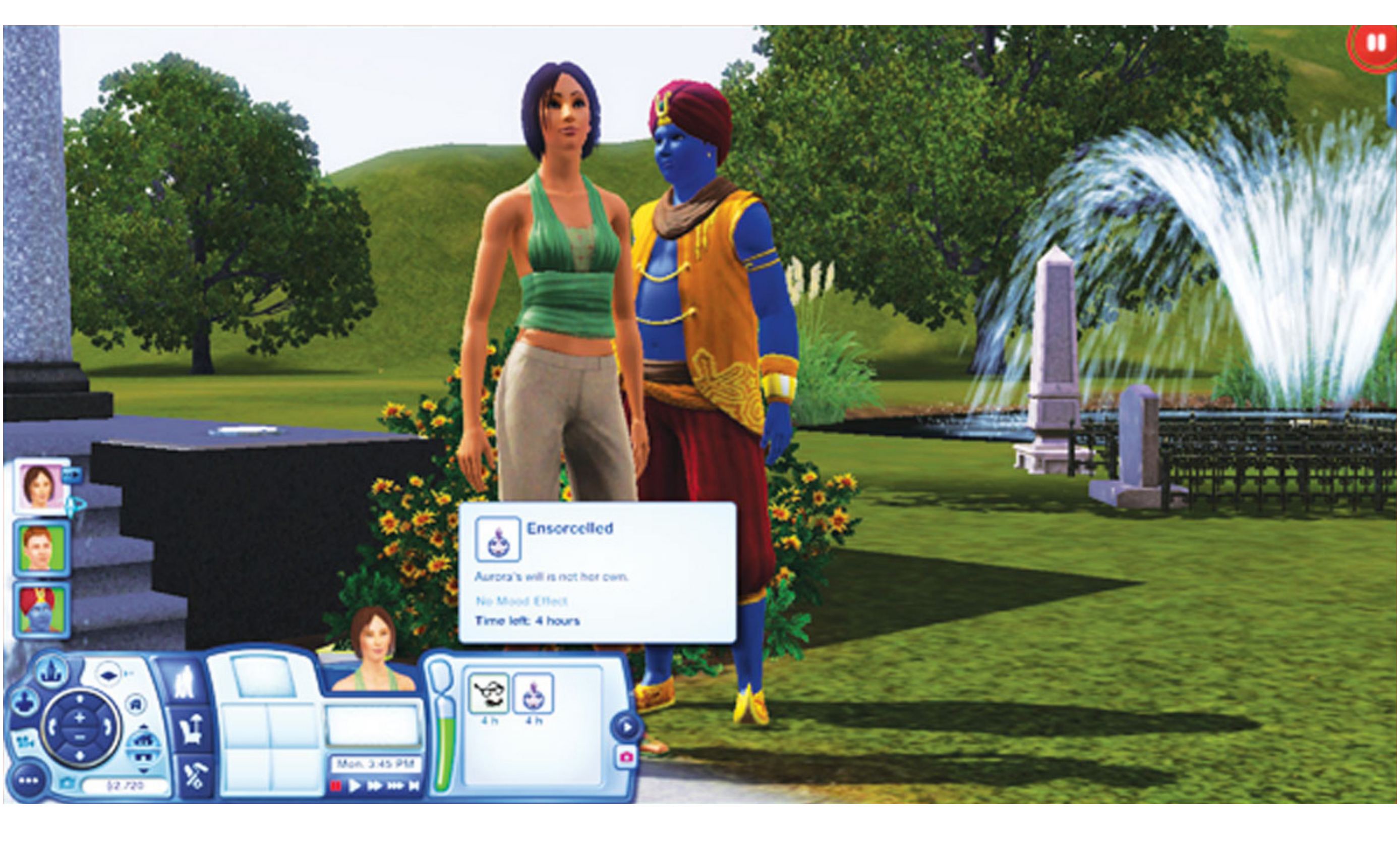
Upon choosing Free the Genie, you're prompted to complete a series of three specific opportunities in an effort to break the Genie's bond with the Dusty Old Lamp.

Here's a quick rundown of exactly what you must do to set the Genie free:

1. **Freeze the Lamp:** Interact with a refrigerator and choose the Freeze the Lamp interaction.
2. **Heat the Lamp:** Interact with an oven and choose the Heat the Lamp interaction.
3. **Explore Catacombs:** Interact with the Mausoleum at Lidview Cemetery and choose the Take the Lamp Underground interaction.

Upon completion of the three objectives, the Dusty Old Lamp is destroyed and the Genie is set free, instantly becoming a member of your household (as long as your household isn't already full).

Life Outside the Lamp



Ensorcelled

Aurora's will is not her own.

No Mood Effect

Time left: 4 hours

You can then use an Ensorcelled Sim to do menial tasks like clean your house. But the effect lasts only four hours.

When a freed Genie becomes a member of your household, they become a playable character and function just like any other Sim, with the same needs—yes, Genies have to go to the bathroom too.

The addition to your household may mean adding an extra bed (or bedroom) so your Genie has a place to sleep. But Genies aren't dead weight. They can become a valuable, income-earning member of the household.

Like any Sim, Genies can learn new skills, socialize, and get a job. Unlike Sims, freed Genies possess powerful magic they can harness to make life a little easier.

During social or self interactions, click on the Genie option to bring up all possible magical interactions.

- **Banish Sim:** Targeted Sim is magically teleported to a random spot in town.
- **Ensorcel Sim:** Targeted Sim becomes part of household for four hours; has no autonomy.
- **Release Sim:** Targeted Sim is no longer Ensorcelled.
- **Magically Clean Sim:** Targeted Sim gains Magically Spotlessly Clean moodlet (+20) for 21 minutes (+20 mood) and Squeaky Clean moodlet (+10) for 7 hours.
- **Make House Spotless and Sparkly:** Magically (and instantly) cleans the entire house and objects like sink, shower, toilet.
- **Summon Food:** Instantly create high quality food from a vast menu.

Genie Facts

Genies:

Levitate instead of run. Genies travel faster than running Sims.

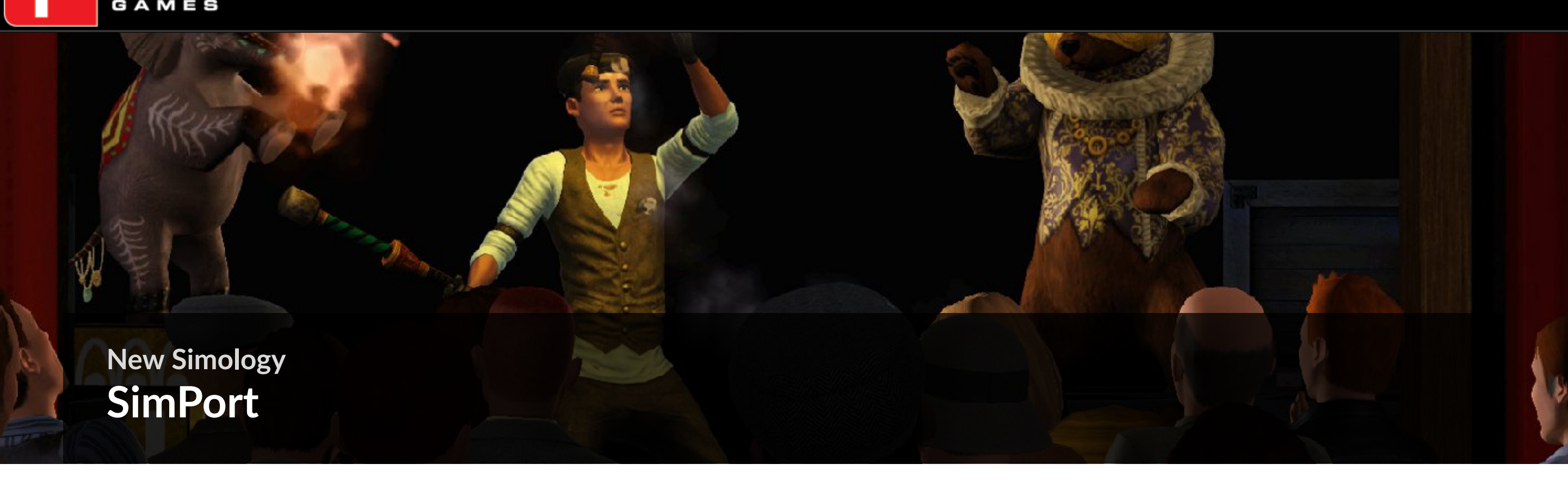
Are immune to fire and will not panic around blazes like Sims.

Have a longer lifespan as an adult.

Can become ghosts but maintain the same Genie abilities and behaviors in the afterlife.

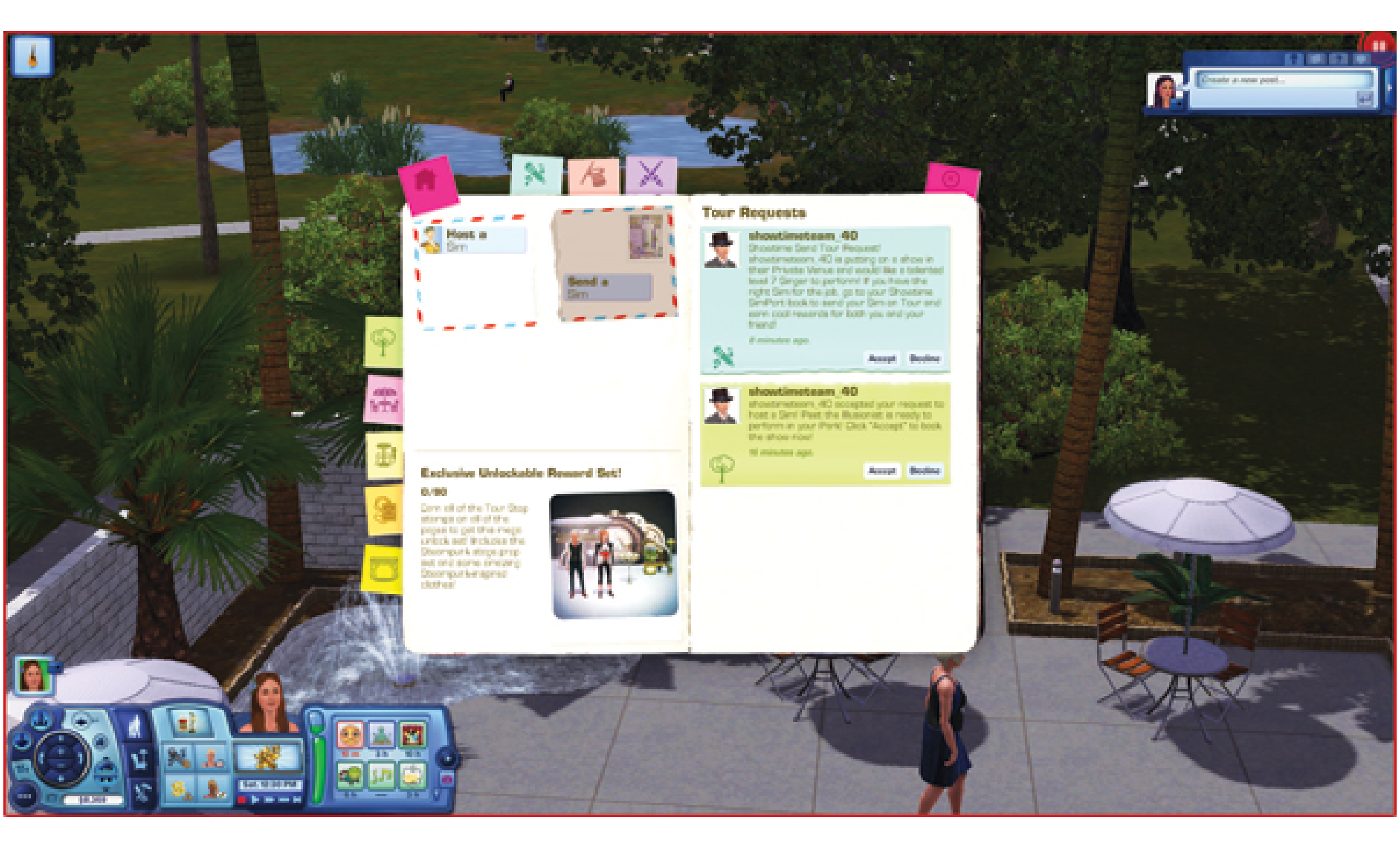
Cannot become a Mummy or a Vampire.

Can mate with Sims. The offspring have a 50/50 chance of being Genie or Sim.



New Simology

SimPort



Tour Requests can be conveniently accepted or declined from the SimPort Home Page.

In addition to playing venues within your town, you can also send your Sims out on tour through the new SimPort feature.

By sending your Sims on tour and hosting other players' Sims, you can earn Simoleons, Lifetime Happiness points, and career experience, and even unlock new Stage Props.

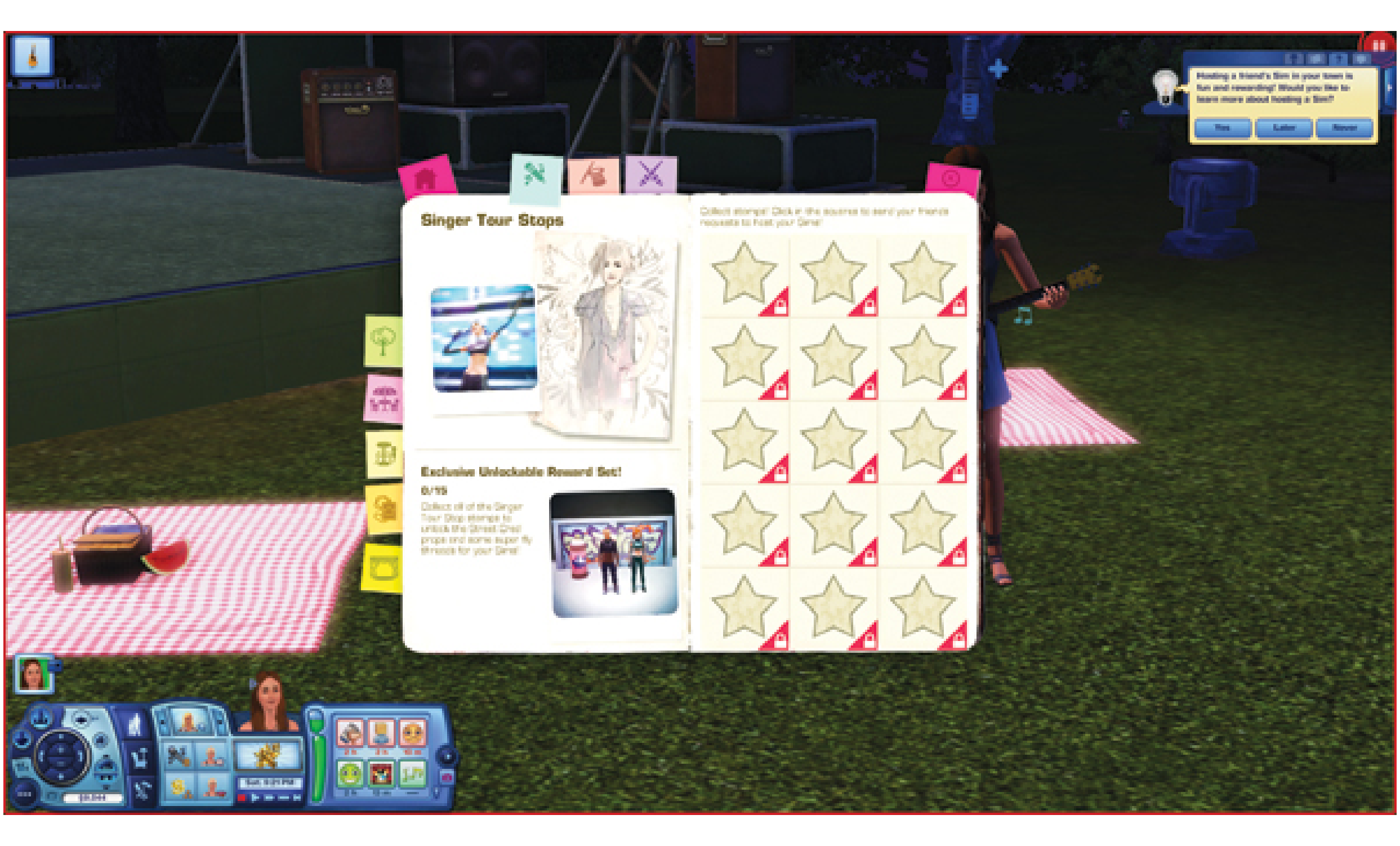
Access SimPort from the menu, cellphone, or any computer. You must be online and logged into your The Sims 3 account to access SimPort—your game must also be registered.

Accessing SimPort opens the SimPort Book. Think of this as your passport. From the SimPort Book you can create Tour Requests to send and host Sims, as well as accept available Tour Requests from friends.

This is also where you can manage your Tour Requests in progress. The tabs on top represent your Sending Sims Tour Stops and earned stamps.

The tabs on the left represent your Hosting Sims Tour Stops and earned stamps.

Sending Sims on Tour



Even if you meet the prerequisites for a Tour Stop, you cannot send a Sim on tour if they are the sole member of a household. Somebody has to stay behind and watch the house while you're gone.

Before you send a Sim on tour, you must first send a host request via the SimPort Book. Click on any of the Tour Stop squares on one of the Career pages to send a request to your friends.

You can also send your Sim by clicking Send a Sim on the Home Page or by clicking Accept on one of the Tour Requests sent to you by your friends.

If you friend accepts the request to host your Sim, you will complete a Tour Stop. Upon completion of a Tour Stop you're rewarded with a stamp in your SimPort Book along with everything else your Sim brings home, including Simoleons, Lifetime Happiness, and career experience.

Collect all of the stamps on any Career page to unlock cool stage objects and outfits. You can continue to send your Sims on tour and earn rewards for any Tour Stop, even if you have already earned the stamp.

You can have a maximum of four Sending Sim Tour Requests at once, across all your saved games. Click on a Sim's avatar on the SimPort Home Page to cancel an active Tour Request and free up a tour spot.

You can also call your Sim home by clicking their portrait in the skewer.

When Sims go on tour, they exit the town via taxi or limo and are gone for 12 hours.

Once you have successfully created a Tour Request, your touring Sim leaves in a taxi or limo (depending on their career level).

The touring Sim will be grayed out in the skewer and will return after 12 hours. In most cases you must wait and see if your friend made it to the show before you earn a stamp and all of the rewards, even if your Sim has returned.

Keep an eye out for updates about what happened at your Sim's show. These only show up if your friend made it to the show at the same time you are logged in and playing your game.

Note

When your Sim goes on tour, their performance takes place automatically. You don't need to worry about queueing up interactions. As long as they make the effort, you will complete the Tour Stop and get a stamp in your SimPort Book.

Tour Rewards

Each career type has 15 Tour Stops, each with unique rewards—shown in the accompanying table.

Although you earn a different stamp for each Tour Stop, each one awards the same Simoleons and Lifetime Happiness across all three careers.

If you obtain all 15 Tour Stop stamps under each Career tab, you'll unlock new props as well as new costumes.

- **Singer Unlocks:** Street Cred Props and new clothes
- **Magician Unlocks:** Mysteria Stage Prop Set and Magician costumes
- **Acrobat Unlocks:** King, Queen Stage Props and new costumes

Tour Stop Rewards

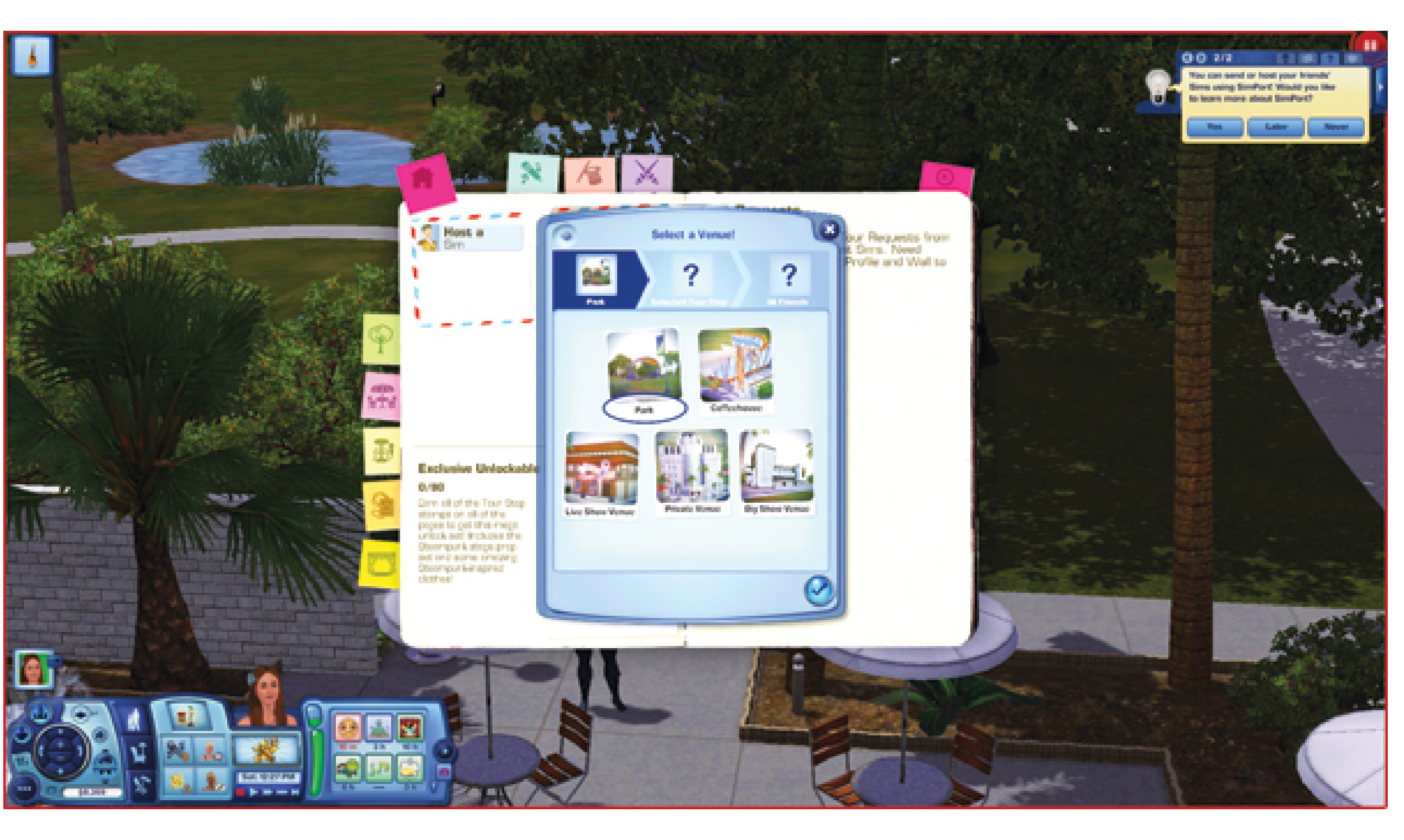
Level*	Venue	Simoleons (§)	Lifetime Happiness
2	Park	600	300
3	Coffeehouse	800	400
3	Park	800	400
5	Coffeehouse	1500	700
5	Live Show	1500	700
7	Private	1500	600
7	Live Show	2000	1000
8	Private	2300	1000
8	Big Show	3500	1000
9	Big Show	4000	1200
10	Park	2500	1000
10	Coffeehouse	2000	1000
10	Live Show	2500	1200
10	Private Venue	3500	1200
10	Big Show	5000	1500

* = Applies to Acrobat, Magician, and Singer careers

Tip

All Tour Stops also reward your touring Sim with career experience. In fact, you get a bit more experience performing on tour than when performing a gig in town.

Hosting Sims



When hosting a Sim, you must select a venue and Tour Stop before sending the request to a friend.

Sending Sims on tour isn't the only way to rake in Simoleons and Lifetime Happiness. You can also earn these rewards (and a stamp in your SimPort Book) by hosting Sims at venues in your town.

Choose one of the Venue tabs on the left side of the SimPort Book and click on any of the squares representing Tour Stops. You may host only one Sim at a time.

Similarly, you may have only one active Tour Request to host a friend's Sim at a time. To increase the chance of having your request answered, send the Tour Request to all your friends.

Once you have a Hosting Sim Tour Request, it will be in progress and you can see it on the Home Page of your SimPort Book. Your friends have 24 hours to accept a request before it times out.

An accepted request remains active until your friend's Sim completes the show and returns home. When a friend accepts your offer to host, you get a notification with the option to accept the Sim into your world.

Once you accept your friend's Sim, you get another notification about when and where the show will be, and a map tag appears pinpointing the location.

If you're hosting a touring Sim, make a note of venue and time so you can catch the show.

Just before the show is about to start, you receive a pop-up that gives you the option to help your friend's Sim's show by setting up their stage for a blockbuster performance.

You can choose the default venue setup or a custom setup to personalize the stage for your guest. During the performance, your active Sims can interact with the show by doing things like cheering, booing, and making requests.

They can even throw items on stage, which visiting Sims will sometimes take home with them. When the show ends, the visiting Sim will go home in their taxi or limo.

If you successfully completed a Tour Stop by hosting your friend's Sim, you will earn a stamp in your SimPort Book as well as Simoleons and Lifetime Happiness points.

Collect all nine stamps for each venue to unlock a new set of Stage Props. You can continue to host Sims on any Tour Stop, even if you've already collected the stamp.

Host Rewards

There are five different types of venues and nine Tour Stops per venue type, each with their own specific rewards.

The following tables show exactly how many Simoleons and Lifetime Happiness points you earn with each completed Tour Stop. If you attain all nine Tour Stop stamps per venue type, you unlock new Stage Props.

- **Park Venue Unlocks:** Sugar Shack Stage Props
- **Coffeehouse Venue Unlocks:** Decor8 Stage Props
- **Live Show Venue Unlocks:** Old West Stage Props
- **Private Venue Unlocks:** Mer-Made Stage Props
- **Big Venue Unlocks:** Marquee de Sim Stage Props

Park Venue Tour Stop Rewards

Career	Level	Simoleons (§)	Lifetime Happiness
Singer	2	800	400
Singer	3	1000	500
Singer	10	3000	1200
Magician	2	800	400
Magician	3	1000	500
Magician	10	3000	1200
Acrobat	2	800	400
Acrobat	3	1000	500
Acrobat	10	3000	1200

Coffeehouse Venue Tour Stop Rewards

Career	Level	Simoleons (§)	Lifetime Happiness
Singer	3	1000	500
Singer	5	2000	800
Singer	10	3000	1200
Magician	3	1000	500
Magician	5	2000	800
Magician	10	3000	1200
Acrobat	3	1000	500
Acrobat	5	2000	800
Acrobat	10	3000	1200

Live Show Venue Tour Stop Rewards

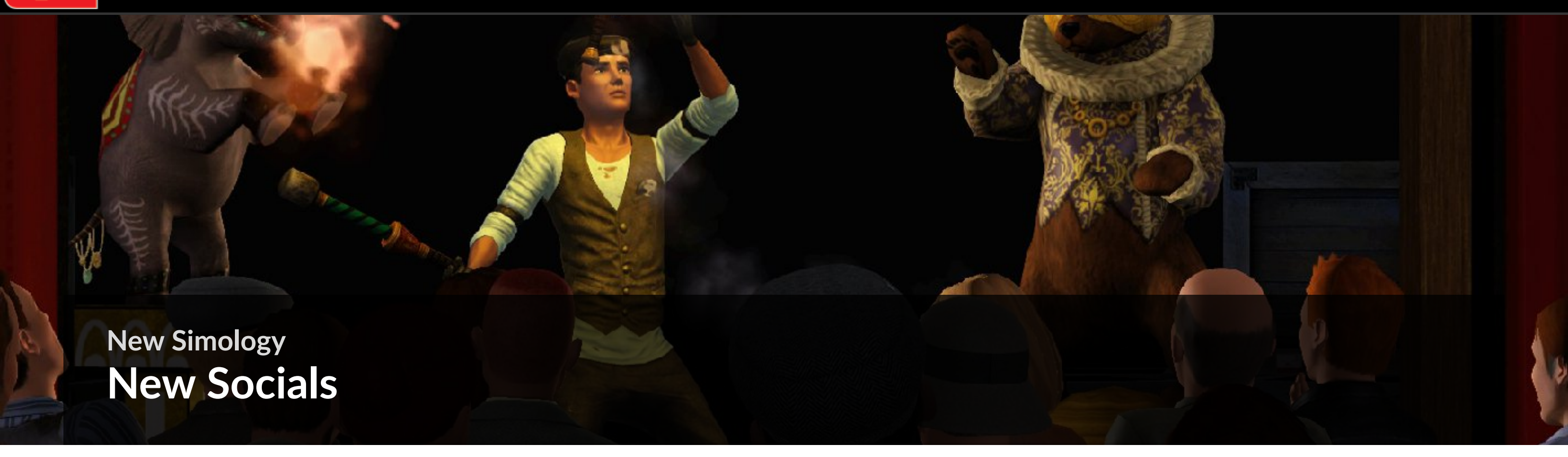
Career	Level	Simoleons (§)	Lifetime Happiness
Singer	5	2000	800
Singer	7	2500	1000
Singer	10	3000	1200
Magician	5	2000	800
Magician	7	2500	1000
Magician	10	3000	1200
Acrobat	5	2000	800
Acrobat	7	2500	1000
Acrobat	10	3000	1200

Private Venue Tour Stop Rewards

Career	Level	Simoleons (§)	Lifetime Happiness
Singer	6	2500	700
Singer	8	3500	1000
Singer	10	5000	1200
Magician	6	2500	700
Magician	8	3500	1000
Magician	10	5000	1200
Acrobat	6	2500	700
Acrobat	8	3500	1000
Acrobat	10	5000	1200

Big Venue Tour Stop Rewards

Career	Level	Simoleons (§)	Lifetime Happiness
Singer	8	4500	1000
Singer	9	5000	1200
Singer	10	7500	1500
Magician	8	4500	1000
Magician	9	5000	1200
Magician	10	7500	1500
Acrobat	8	4500	1000
Acrobat	9	5000	1200
Acrobat	10	7500	1500



New Socials

You can only choose the audition socials when interacting with the proprietor of a venue. This is required to book gigs.

Showtime offers more than just new careers and venues. New socials are added to the mix, increasing the number of conversation options.

All of the original socials from *The Sims 3* and any expansion packs you have installed are still available. Some socials are related to traits.

Others are inspired by skill development. Use this table of socials added to *Showtime* to help guide conversations. Here's how the table breaks down:

Social: Name of social as seen in the conversation menu

Commodity: Commodity associated with the social

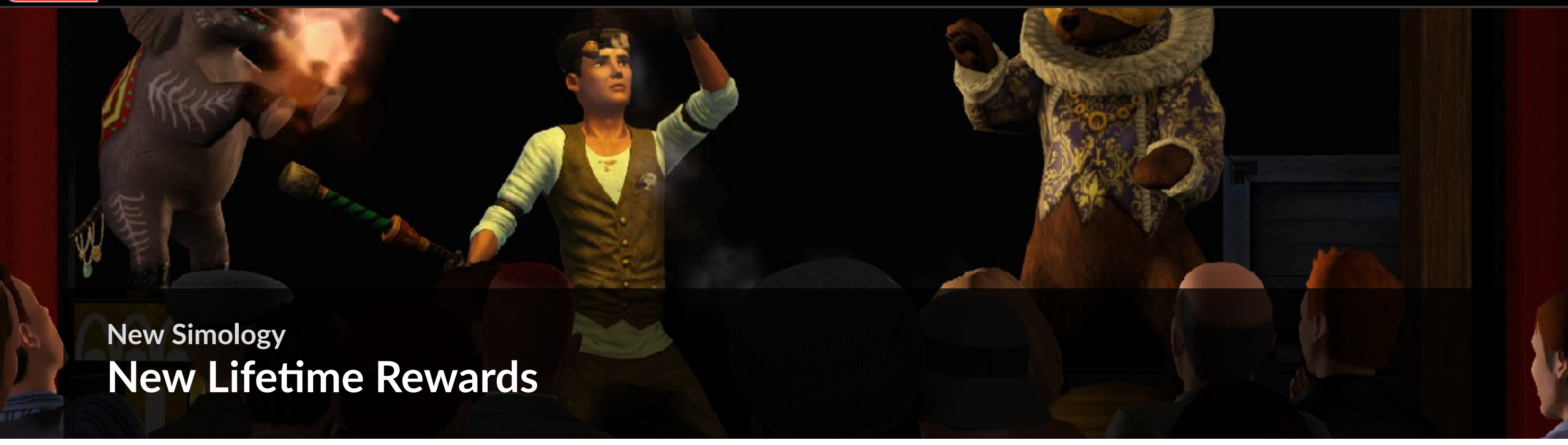
Actor/Target Age: Ages in which the social is applicable

- C = Child
- T = Teen
- Y = Young Adult
- A = Adult
- E = Elder

Social Available When?: What prompts the use of the social

Socials

Social	Commodity	Actor Age	Target Age	Social Available When?
Accuse of Being a Diva	Insulting	CTYAE	CTYAE	When Actor has the Diva trait
Appearing Butterflies	Friendly	YAE	TYAE	When Actor is a Magician at Career Level 2
Ask to Join the SimFest	Friendly	YAE	YAE	When Actor is in a performance career and Target is a proprietor at a SimFest
Audition for a Acrobat Gig	Friendly	YAE	YAE	When Actor is in the Acrobat career and Target is a proprietor
Audition for a Magician Gig	Friendly	YAE	YAE	When Actor is in the Magician career and Target is a proprietor
Audition for a Singer Gig	Friendly	YAE	YAE	When Actor is in a Singer career and Target is a proprietor
Boast About Bull Riding Prowess	Friendly	YAE	YAE	When Actor has the Conquered the Bull buff
Buy a Round	Friendly	YAE	YAE	When Actor is on a lot with a Target who is a proprietor serving drinks
Call Over Proprietor	Friendly	YAE	YAE	When Actor is on a lot with a proprietor
Cancel Steady Gig	Neutral	YAE	YAE	To a proprietor where the Actor has a steady gig
Challenge to Performance Duel	Neutral	YAE	YAE	During a SimFest to a Target who is within a couple career levels of the Actor Sim
Complain about Something Trivial	Friendly	CTYAE	CTYAE	When Actor has the Diva trait
Compliment Diva	Friendly	CTYAE	CTYAE	When Target has the Diva trait
Compliment Self	Friendly	CTYAE	—	When Actor has the Diva trait
Diva Slap	Steamed	YAE	YAE	When Actor has the Diva trait
Enthuse About Upcoming Show	Friendly	TYAE	TYAE	When Actor has a show scheduled that day
Ever Heard of Me?	Friendly	TYAE	TYAE	When Actor is at Level 5 of any performance career
Give Track Mix	Friendly	YAE	YAE	When Actor has become great with DJ booth
Have Conversation With Self	Funny	YAE	CTYAE	When Actor is an Acrobat at Career Level X
Heckle	Neutral	TYAE	TYAE	Anytime
Hot Hands	Friendly	YAE	TYAE	When Actor is a Magician at Career Level 4
Join Acrobat Career	Friendly	YAE	YAE	When Target is a proprietor and Actor is not in a performance career
Join Magician Career	Friendly	YAE	YAE	When Target is a proprietor and Actor is not in a performance career
Join Singer Career	Friendly	YAE	YAE	When Target is a proprietor and Actor is not in a performance career
Levitate Sim	Friendly	YAE	TYAE	When Actor is a Magician at Career Level 10
Mock Divas	Insulting	TYAE	TYAE	When Target has the Diva trait
Order a Juice	Friendly	YAE	YAE	When Actor is on a lot with a Target who is a proprietor serving drinks
Order a Juice for Sim	Friendly	YAE	YAE	When Actor is on a lot with a Target who is a proprietor serving drinks
Perform Sing-A-Gram... Cheer Up Sing-A-Gram	Friendly	YAE	CTYAE	When Actor is in the Singer career
Perform Sing-A-Gram... Romantic Sing-A-Gram	Friendly	YAE	CTYAE	When Actor is in the Singer career
Perform Sing-A-Gram... You Are Special! Sing-A-Gram	Friendly	YAE	CTYAE	When Actor is in the Singer career
Perform Sing-A-Gram... Celebration Sing-A-Gram	Friendly	YAE	CTYAE	When Actor is in the Singer career
Pull Coin from Ear	Friendly	YAE	TYAE	When Actor is a Magician at Career Level 1
Request Compliment	Neutral	CTYAE	CTYAE	When Actor has the Diva trait
Sell Album	Friendly	YAE	YAE	When Actor is a Singer at Career Level 4
Sell Remix Album	Friendly	YAE	YAE	When Actor has become good with DJ booth
TaDa!	Friendly	TYAE	—	When Actor has the Natural Born Performer trait
Talk About DJ Skill	Friendly	YAE	YAE	When Actor has become good with DJ booth
Talk About Many Accomplishments	Friendly	CTYAE	CTYAE	When Actor has the Diva trait
Talk About Tour	Friendly	YAE	YAE	When Actor has returned from a SimPort show
Talk About Vocal Skills	Friendly	YAE	YAE	When Actor is a Singer at Career Level 5
Talk About World Misery	Friendly	CTYAE	CTYAE	When Actor has wished for World Misery from a Genie
Talk About World Peace	Friendly	CTYAE	CTYAE	When Actor has wished for World Peace from a Genie



New Simology

New Lifetime Rewards

Already have a Dusty Old Lamp? You can buy another one to get three more wishes granted by a new Genie!

When your Mood meter is maxed out, you begin earning Lifetime Happiness points. These points can also be earned by fulfilling wishes.

Spend your Lifetime Happiness points on Lifetime Rewards, which are a series of special skills, traits, and objects with unique properties.

Showtime adds seven new Lifetime Rewards in addition to those included with *The Sims 3* and other expansion packs.

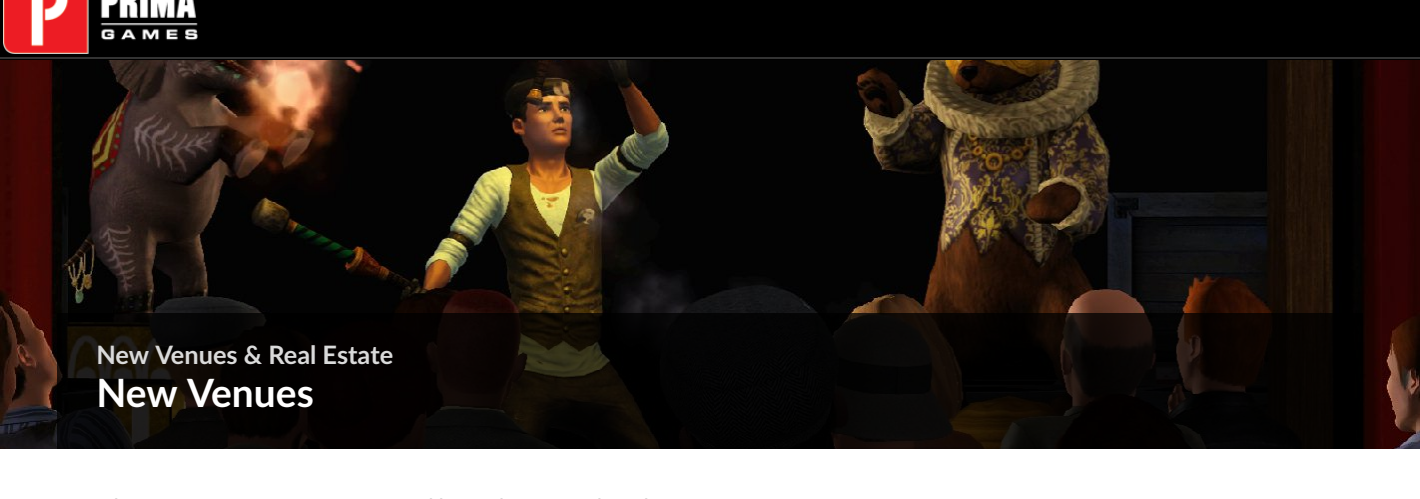
Tip

To really succeed in a performance career, consider trading in your Lifetime Happiness points for the Engaging and That Was Deliberate Lifetime Rewards.

Together these two rewards help maximize your performance score, greatly increasing your chances of turning out a Legendary Performance.

Lifetime Rewards

Reward	Description	Cost
Born To Cook	Become a better chef without spending years slaving over a hot stove! Increase the quality of your food today… as well as the taste!	20,000
Dusty Old Lamp	This lamp could make all your wishes come true with only a little polishing.	45,000
Engaging	The audience will hang on the slightest movement or quietest whisper that you produce. Your successes on stage will be more prevalent and your fails less significant.	10,000
ExtraordinAIRe-Inator	The ExtraordinAIRe-Inator turns your house into a place of meditation. Relax into its fresh and soothing aromas.	40,000
Fearless Voyager	Sometimes you take a voyage. Sometimes the voyage takes you. Either way, it pays big to be Fearless when going on tour via SimPort.	20,000
Perfect Host	You welcome your guest with open arms and accommodate their needs as if your very life depends on it… and this doesn't go unnoticed. Your Sim's household will receive more money as well as Lifetime Happiness when hosting a Sim through SimPort.	20,000
That Was Deliberate	Turn a stumble into a well planned stride and a cracked voice into an operatic bellow. The audience is less likely to notice any mistakes that you may make while performing on stage.	15,000



New Venues & Real Estate

New Venues

The new performance careers are like nothing found in The Sims 3 or any previous expansion. Performance careers require aspiring Acrobats, Magicians, and Singers to book their own gigs, rather than go to the office or work from home.

To support these new careers, several new venues dominate the main drag in Starlight Shores, giving up-and-coming performers the chance to audition and hit the stage.

The venues are divided into five different categories: Park, Coffeehouse, Live Show, Private, and Big Show. As you advance through a performance career, you'll unlock access to more venues, opening up chances to earn more Simoleons and gain more career experience.

Venue Categories

Name	Unlock Level
Park	2
Coffeehouse	3
Live Show	5
Private	7
Big Show	8

Verde Park

Address: 27 Palm Park Ave.

Description: Designed by famed architect Froderick Moleshead, the City Park is a pastoral grove in the center of town.

Venue Category: Park

Operating Hours: Open 24 hours a day

Verde Park is a big open space in the center of Starlight Shores with a large outdoor stage, ideal for community gatherings and shows. SimFests are often held here, giving talented Sims a chance to show off their skills in front of a live audience.

Primary Use

In addition to taking part in SimFests, Sims can audition to perform gigs at Verde Park's outdoor stage. To perform here a Sim must be in a performance career at Level 2 or higher.

As the first venue open to performing Sims, Verde Park's stage is a good place for up-and-coming acts to cut their teeth in show business.

While playing gigs at Verde Park doesn't pay much, it definitely beats performing for tips, and it's a great way to boost career experience and level up.

Additional Activities

While Verde Park primarily serves as a venue for gigs and SimFests, there's plenty more to do here. This public lot is a great place to perform for tips when starting out your performance career.

Regardless of your talent, you're likely to draw a decent crowd eager to part with some pocket change.

A public restroom not far from the outdoor stage allows you to take care of your needs without rushing back home. Fun-seeking Sims can also fish in the park's pond, practice their swing on the driving range, or take in a game of dominoes to build their Logic skill.

Tip

Sims visiting Verde Park (or any other park) gain the Beautiful Park (+15) moodlet. The soothing environment makes any park a great place to socialize.

Flying V's Coffeehouse

Address: 39 Los Sueños Strip

Description: Pop into this retro hotspot for a bite to eat and maybe some entertainment.

Venue Category: Coffeehouse

Operating Hours: Open 24 hours a day

This quaint coffeehouse sits on the edge of Verde Park, making it a popular hangout for Sims frequenting gigs or SimFests at the park or nearby venues like Mick's Master Karaoke.

The coffeehouse is open 24 hours a day, catering to night owls eager to discuss shows over drinks and a quick meal.

Primary Use

In addition to serving as a restaurant, Flying V's Coffeehouse is also a venue available to Sims in a performance career of Level 3 or higher.

There's a small outdoor stage on the lot's patio, perfect for entertaining Sims who have stopped in for food or drinks.

Given the high foot-traffic and outdoor setting, it's also possible to draw in pedestrians walking between the nearby venues. This is the second unlocked venue, so don't forget to audition here as soon as you reach Level 3 in your performance career.

Additional Activities

Flying V's Coffeehouse's central location (and reasonable prices) make it the perfect place to visit when you can't take the hunger pangs any longer.

When possible, eat or drink here with others to simultaneously fulfill both your Hunger and Social needs.

There's always a small crowd of Sims hanging around here, making it a perfect place to perform for tips or make new friends. It's also possible to join the Culinary career here.

Tip

Sims in performance careers don't have a lot of time to prepare meals for themselves. Therefore consider choosing the Discount Diner Lifetime Reward.

This allows you to eat at any restaurant free of charge, ensuring you a Good Meal (+10) moodlet without running the risk of setting fire to your kitchen.

Mick's Master Karaoke

Address: 41 Los Sueños Strip

Description: At Mick's, you can take your singing from the shower to the stage and get your karaoke on!

Venue Category: Live Show

Operating Hours: 10 AM–3 AM

As its name suggests, this is a karaoke hotspot where wannabe singers can impress (or disgust) their peers with their vocal abilities. But Mick's is a lot more than just a karaoke bar.

The first floor sports a separate stage where more accomplished performers can book gigs, earning both money and career experience.

If that's not enough, the second floor of Mick's offers a variety of entertainment options for those less interested in performing for an audience.

Primary Use

Mick's Master Karaoke is one of three Live Show venues unlocked when career performers reach Level 5.

While the stage here isn't the venue's main draw, the variety of activities at Mick's attracts a steady stream of customers, helping maximize exposure for performers on the rise.

The venue's default stage configuration is decent, but by the time you can book this venue you should have a better collection of Stage FX objects and Stage Props to create a more effective setup. Set up a good stage to boost your performance score and secure a steady gig here.

Karaoke Explosion Machine from Landgraab Industries

Singing karaoke is completely free and great fun for Sims eager to show off their vocal skills. Sims can also sing duets by choosing the Sing With interaction—this replenishes both Fun and Social needs.

Even onlookers can have fun by selecting the Watch or Dance interactions. Each time a Sim sings karaoke, they build a hidden Karaoke skill determining whether they are Terrible, Okay, or Excellent.

Sims with the Natural Born Performer trait build Karaoke skill quickly, while Sims with the Diva trait gain the Enjoying Music moodlet, regardless of their skill.

Any Sim in the Singer career automatically sings karaoke at the Excellent level, even if it's their first time.

Additional Activities

The karaoke machine on the first floor is always a big draw for Sims. You can usually find a small crowd gathered around the machine either dancing or waiting for their turn to sing.

When singing here you can choose to sing solo or with a partner—a good option if on a date or in a group.

There is also a restroom on the first floor in case you've ordered too much juice from the proprietor.

Head upstairs for more entertainment options. Here you can play pool, dominoes, or a game of Robots vs. Monsters on the arcade table. Or hop into the photo booth to take some photos by yourself or with a friend.

If This Photo Booth's a Rockin'...

Sims can WooHoo in a photo booth, gaining the Public WooHoo (+20) moodlet for eight hours. Opposite gender Sims can even Try for Baby inside a photo booth.

Simply boost your romantic interactions with another Sim until the WooHoo or Try for Baby options become available when interacting with a photo booth. This sure beats driving all the way home to take care of business!

Tip

The photo booth is one of two new places to WooHoo introduced in Showtime (the other is the Box of Mystery). This is good to know if your Sim has the Master Romancer Lifetime Wish (or just likes public exhibitions!).

MN8

Address: 50 Los Sueños Strip

Description: The neighborhood might be a little sketchy, but MN8 is always a rockin' good time.

Venue Category: Live Show

Operating Hours: 10 AM–3 AM

Live performances are the main attraction at MN8. The first floor is dominated by a large stage and lounge-like seating, encouraging customers to kick back and take in a live performance.

More relaxing seating can be found on the second floor promenade overlooking the feature stage.

Primary Use

Once your Sim has reached Level 5 in a performance career, they can audition for the proprietor of MN8 to land a gig. Performing here is similar to performing gigs at Mick's Master Karaoke and Rodeo-Go-Go.

The venue's default stage setup is respectable, but it doesn't take much effort (or many Simoleons) to create a customized setup that's even better. Try to woo the audience (and proprietor) with a high quality performance to land a steady gig here.

Additional Activities

The focus at MN8 is drinking juice and watching live performances. After all that juice, you'll be glad of the restrooms on the first floor. Take pictures in the photo booth or head upstairs to nap on one of the sofas or play a game of Exploding Tank Man on the arcade table.

Tip

At any venue with a bar, you can Order Juice from the proprietor. If you're feeling generous, Buy A Round to purchase a drink for everyone in the venue. This can get expensive, but you'll get The Life of the Party (+15) moodlet for three hours.

Rodeo-Go-Go

Address: 44 Los Sueños Strip

Description: Come on down to the Rodeo-Go-Go to get the lowdown on a hoedown!

Venue Category: Live Show

Operating Hours: 10 AM–3 AM

Prospective buckaroos and headlining performers all have a place at Rodeo-Go-Go. This rustic bar and venue gives Starlight Shores' urban cowpokes a chance to experience the thrills (and fatigue) of riding a mechanical bull.

While the mechanical bull is one of Rodeo-Go-Go's main attractions, the venue also has a large stage on the first floor and games on the second floor.

Primary Use

Like Mick's Master Karaoke and MN8, Rodeo-Go-Go is a Live Show venue unlocked at Level 5 of your Sim's performance career.

Soon after reaching Level 5, send your Sim to visit the venue and audition for the proprietor to land a gig. Consider acquiring some Stage FX objects and Stage Props and giving the stage a customized makeover before starting your performance.

Additional Activities

When you're not performing on-stage at Rodeo-Go-Go, there's still plenty of fun to have in this western-themed venue. The mechanical bull is one of the main draws, giving aspiring cowboys and cowgirls a chance to show off their moves.

The venue's restrooms are also located on the first floor, not far from the stage. The second floor offers even more options including a pool table, foosball table, jukebox, and photo booth.

Buck & Chuck Bronco

This mechanical bull is a feature attraction at Rodeo-Go-Go, popular with both participants and onlookers. Choose from three difficulty settings: Easy Rider, Bucking Bronco, and Crazy Cowboy/Cowgirl.

Each ride costs §10 regardless of difficulty—rides are free to Sims who have maxed out their Athletic skill. Your Sim's success on the bull is dictated by their Athletic skill.

Those with low Athletic skill are thrown off the bull quickly, gaining the Pwned by the Bull! negative moodlet (-20 mood for four hours).

The more fit your Sims are, the more likely they are to stay on for the duration of the wild ride and attain the Conquered the Bull moodlet (+10 mood for four hours) as well as a boost to their Fun meter.

Riding the bull also builds Athletic skill, but there are cheaper (and better) ways to work out.

Tip

Pwned by the Bull! always overrides Conquered the Bull, so don't push your luck after a successful ride.

Brotherhood of Fine Fellows Hall

Address: 40 Los Sueños Strip

Description: The urban fortress where the Brotherhood of Fine Fellows comes to eat, drink and be BFFs.

Venue Category: Private

Operating Hours: 12 PM–1 AM

The Brotherhood of Fine Fellows Hall is a large private club where any upper crust Sim can feel right at home among the classy (yet somewhat stale) amenities. A massive ballroom dominates the sprawling floor plan, featuring a large stage and a bar.

The ballroom is where the Fellows gather for live shows put on by Starlight Shores' upper tier talent. Other uses for this hall are largely unknown and a subject of much speculation by outsiders.

Primary Use

This is one of three Private venues unlocked when Sims reach Level 7 in a performance career. After auditioning for the proprietor and securing a gig, take a moment to walk around the facility so you can get a bearing on where the stage is located.

Simply walking to the stage can take several minutes, so take this into consideration when arriving for a gig. Show up at least half an hour before showtime so you have plenty of time to reach the stage and make any adjustments to the rather modest stage configuration.

Additional Activities

Adjacent to the stage is a small lounge where you can access a dresser and mirror to alter your outfits and appearance, ideal for performers looking for a quick change before a show.

Otherwise, occupy yourself with the computers behind the reception desk in the lobby, or watch some High Definition TV in the lounge.

Los Sueños Private Club

Address: 37 Los Sueños Strip

Description: Only in the In Crowd gets to crowd into this private club.

Venue Category: Private

Operating Hours: 12 PM–1 AM

The hip and swanky Los Sueños Private Club stands in stark contrast to the conservative Brotherhood of Fine Fellows Hall, catering to a younger crowd with short attention spans and a penchant for partying.

Among the club's many amenities is a large stage available to the most established performers in town. So whether you're looking to put on a killer show or just want to hang out with the hippest Sims in town, the Los Sueños Private Club is the place to be seen.

Primary Use

While the club offers a variety of activities, performing on this exclusive stage is a highlight in any performer's career. Like other Private Show venues, your Sim must be at Level 7 or higher in their performance career before they can book a gig here.

On your first visit, take note of the stage's position and be sure to give yourself plenty of time to reach it prior to a show.

The default stage configuration is quite respectable, featuring several Stage FX objects. However, by the time you reach this level, you should have better objects and props to help guarantee a Legendary performance.

Additional Activities

When you're not performing here, hang out and partake of the club's amenities. A DJ booth sits directly across from the main entrance, giving your Sim a chance to try spinning tracks for the exclusive clientele.

Not far from the club's bar is a pool table, karaoke machine, and Captain Starplanet arcade table.

If that's not enough, head outdoors and take a dip in the pool to cool off and boost your Athletic skill. With so many available activities, this is a great place to throw a memorable party.

Port-A-Party Warehouse

Address: 45 Los Sueños Strip

Description: Planning a party, public or private? A perfect place is this Party Space!

Venue Category: Private Show

Operating Hours: 12 PM–1 AM

Compared to the other Private Show venues in town, this converted warehouse may not look like much.

But the Port-A-Party Warehouse is one of the more exclusive venues in Starlight Shores, making it a popular hotspot for parties and high-quality performances.

This two-story venue features a stage, bar, and lounge seating on the first floor and a variety of entertaining activities on the second floor. You don't have to walk very far to find something to do in this relatively compact venue.

Primary Use

For Sims in performance careers, the main draw of the Port-A-Party Warehouse is the stage. The stage and adjoining lounge is relatively small compared to other Private Show venues.

However, you still need to reach Level 7 in a performance career before you can complete a successful audition and book a gig here.

There's no need to arrive to this venue super-early because the stage is relatively close to the front door. Still, before you hop on-stage and begin your performance, take some time customizing the stage with your own Stage FX and Stage Props.

Additional Activities

The first floor of the Port-A-Party Warehouse is largely dedicated to live performances on the feature stage.

But if you want to do more than take in a live show, head upstairs for a variety of fun activities. The second floor features a DJ booth, pool table, jukebox, Captain Starplanet arcade table, and skee ball.

The nausea-inducing PlasmaPunch Gyroscopic Conductor (PPGC) near the stairs is a popular and unique attraction, allowing your Sim to be spun wildly in three dimensions at three different speeds.

It's strongly advised to avoid large meals following a spin in the PlasmaPunch Gyroscopic Conductor.

PlasmaPunch Gyroscopic Conductor

The PlasmaPunch Gryoscopic Conductor is the successor to the Electro Dance Sphere, originally introduced in The Sims 2. This nausea-inducing device spins your Sims in three dimensions, rapidly boosting Fun free of charge.

Three settings control the ride's intensity: Low Speed, Medium Speed, and High Speed. Your Sim's Athletic skill and traits play a large role in determining how your Sim responds to this crazy device. Sims with low Athletic skill and/or the Neurotic trait have a chance of barfing after a spin—low Athletic skill can also cause a Sim to be thrown from the ride. Sims with the Daredevil trait gain the Adrenaline Rush moodlet, even if they're ejected.

Handy Sims can install a variety of upgrades to the PlasmaPunch Gyroscopic Conductor. If your Sim has reached level 10 in the Handiness skill, they can install a Dimensional Gate on the PlasmaPunch Gyroscopic Conductor.

This adds the Enter Dimensional Gate interaction, giving Sims a chance to find a Dusty Old Lamp during their mind-bending journey through space and time. See the Genies Section in New Simology for more information on Dusty Old Lamps.

The Binder Clips Center

Address: 21 Via Del Sol

Description: Only the biggest stars can sell out a stadium of this size. Arenas rock!

Venue Category: Big Show

Operating Hours: Event Specific Hours

The Binder Clips Center is one of Starlight Shores' biggest venues, hosting a variety of events including concerts, professional sports, and live performances by the most talented acts in town.

It's home to Starlight Shores' professional sports team, so Sims in the Professional Sports career report here for work. But Sims in the performance careers have a long hard road ahead of them before they're talented (and famous) enough to play this epic venue.

Primary Use

If your Sim is pursuing one of the performance careers, landing a gig at the Binder Clips Center should be a long-term goal. Only Level 8 Sims in a performance career can get a gig at this venue.

Approach the backstage door to summon the proprietor and audition. The venue can only be entered shortly before showtime utilizing the backstage doors. Unlike the Private Show venues, it doesn't take long to reach the stage here.

While the venue's default stage configuration is impressive, spend some time (and Simoleons) to create your own customized setup. Don't be afraid of investing heavily in Stage FX objects and Stage Props. If you land a steady gig here, you'll easily recoup your investment.

Additional Activities

Big Show venues like the Binder Clips Center remain closed to the public unless there is an upcoming event.

Your Sims can attend plenty of events here, including concerts and professional sports games as well as live performances.

Sims seeking to improve their Athletic skill can also take an Athletic class here. This is also where Sims in Starlight Shores can join the Professional Sport career.

Tip

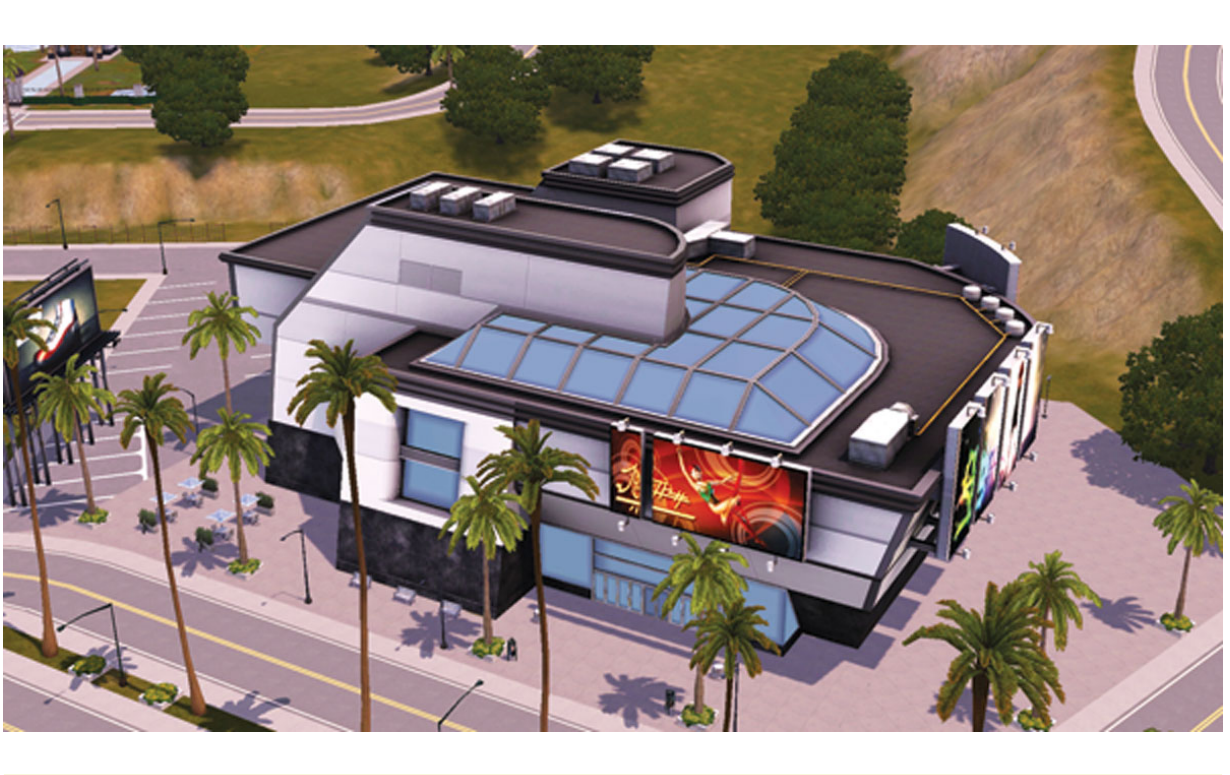
By the time you reach Level 9 in your performance career, you may need to cancel some steady gigs before you can audition for one of the Big Show venues.

For example, at this level you don't really need to be playing at Verde Park or Flying V's Coffeehouse. Cancel steady gigs via your cellphone or by speaking directly to the venue's proprietor.

You can perform a maximum of seven gigs per week (one per day) so adjust your Gig Schedule to accommodate as many Private and Big Show gigs as possible.

These high-profile shows bring in more Simoleons and career experience than those performed at smaller venues.

Hoi Polloi Event Center



Address: 32 Los Sueños Strip

Description: The city's Concert Hall, where the stars come out to shine!

Venue Category: Big Show

Operating Hours: Event Specific Hours

The Hoi Polloi Event Center is a performing arts venue that also doubles as a movie theater. Known for its advanced acoustics, the venue is also the professional home of Sims in the Music career.

While musicians come here every work day to perfect their craft, the stage is off-limits to all but only the finest performers. Does your Sim have what it takes to headline a show here? It will take years of dedication and hard work before you can feel at home on this stage.

Primary Use

Playing a gig at the Hoi Polloi Event Center is a really big deal. Not only does it pay well, but it's a great way to level-up your performance career. But to play here you need to pay your dues at Starlight Shores' smaller venues first.

Like the Binder Clips Center, you must be at Level 8 in your performance career before you can acquire a gig at this venue. Summon the proprietor at the backstage doors and perform a quick audition to book a gig.

On the day of the gig, arrive at least 30 minutes early and enter through the backstage doors to set up your stage.

Spare no expense on designing a custom stage capable of wowing even the most jaded audiences. Pull out all the stops during your performance to land a steady gig here.

Additional Activities

When there are no live performances at the Hoi Polloi Event Center, patrons can take in a movie or go on a tour.

Movies start at 5 PM every day and are a good way to pass the time with a friend or loved one and gain a longlasting mood boost.

Tours of the theater are also offered, allowing Sims to marvel at the architectural features on display in this modern facility.

If you have a musically inclined Sim looking for a job, you can also join the Music career here. Sometimes prospective Singers can find success (and steadier work) in this career path, especially if they've built-up their Guitar skill.

Adding *Showtime* Venues to Existing Towns

You can bring some of the new *Showtime* venues to existing towns, allowing already established Sims to try their hand at show business. Venues will be autoplaced if you have enough available empty lots.

Otherwise, select Edit Town, then choose one of the new venues from the Show Community Lots tab. One venue of each type is represented, allowing you to place a copy of the venue on an empty lot in town.

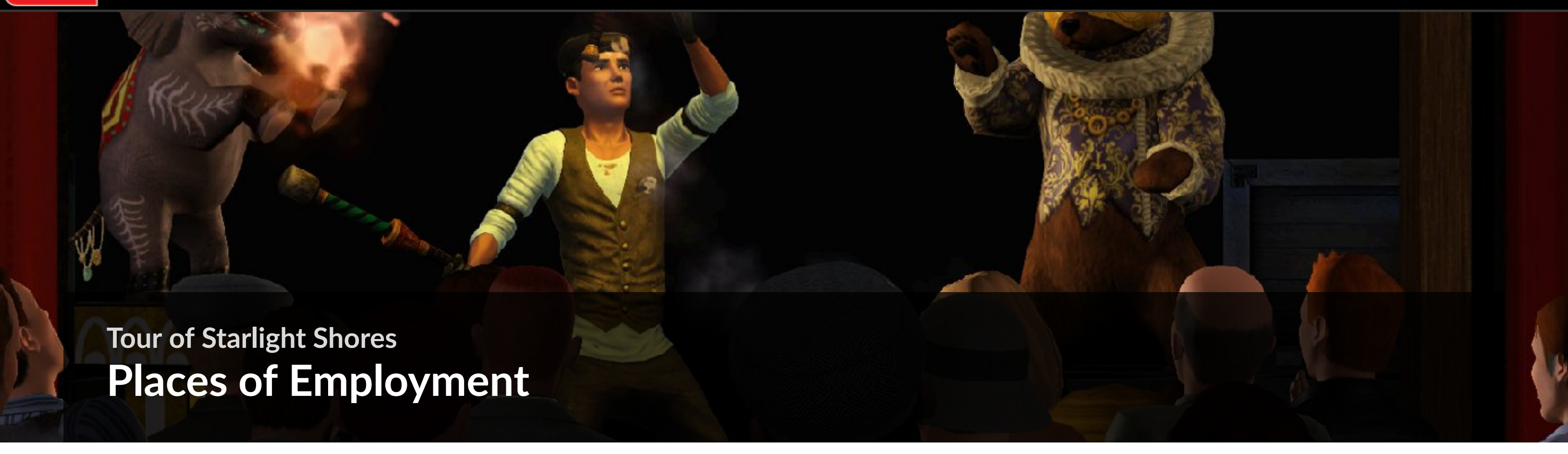
But pay close attention to the lot size. You must have an available lot of the correct size to place a new venue.

Either bulldoze an existing building, or click the World Editor button in the Edit Town feature to place an empty lot in town (you can also place trees, rocks, and landmarks from here, so make sure you're on the Lots tab).

Choose a lot of the appropriate size from the menu, then move it around town until it turns green, indicating that it can be placed. Once you have a suitable lot, place your venue, and it's showtime!

Showtime Transplantable Venues

Venue Type	Name	Lot Size
Big Park	Performance Park	30x30
Coffeehouse	Flying V's Coffeehouse	20x34
Live Show	Mick's Master Karaoke	32x29
Private	Port-A-Party Mini Warehouse	30x30
Big Show	Binder Clips Center	64x64



Tour of Starlight Shores

Places of Employment

Not all of the Sims of Starlight Shores have the talent (or desire) necessary to tackle the challenges of the new performance careers. And that's a good thing. Without a diverse work force, the town simply wouldn't function.

It takes a variety of skills and specialties to support such an idealistic environment where the performing arts can thrive.

Sims can find a wide range of traditional careers by visiting the following establishments or by browsing for jobs in a newspaper or on a computer.

Many Sims appreciate the set work hours and steady pay offered by these traditional careers. Working day jobs has the added benefit of leaving the evenings free to take in live shows at Starlight Shores' many venues.

Struggling newcomers to the performance careers should consider rooming with a Sim pursuing a traditional career.

It makes it much easier to pay the bills (and buy cool props) when someone in the household brings in a regular paycheck—you can always pay them back later when you make it big!

The Binder Clips Center

Address: 21 Via Del Sol

Description: Only the biggest stars can sell out a stadium of this size. Arenas rock!

Interactions:

- Join Professional Sports Career
- Attend Athletic Class (§400)
- Attend Concert
- Attend Game (§60)

The Binder Clips Center is a multi-function facility hosting a variety of events. In addition to being one of only two Big Show venues, the stadium is also the go-to place for Sims pursuing the Professional Sports career.

As the home to Starlight Shores' professional sports team, the facility is equipped with the most advanced exercise equipment for helping keep athletes in top shape.

Sims can also benefit from the facility's advanced equipment and personnel by taking an Athletic class here to boost their Athletic skill. When they're not working, both Acrobats and athletes should consider taking one of these classes for a fast-track to fitness.

If you're more interested in boosting your Sim's overall mood, consider attending a game or concert here. Concerts are always free and a great way to end the day for music-loving Sims.

If the Attend Concert and Attend Game options are grayed out, these events aren't currently available. Mouse over these options to see when an upcoming concert or game is scheduled.

Broad Street Business Tower & Grill

Address: 34 Los Sueños Strip

Description: A Commerce Center with a Commissary—where business meets pleasure!

Business & Journalism Interactions:

- Join Business Career
- Join Journalism Career
- Attend Writing Class (§400)

Restaurant Interactions:

- Join Culinary Career
- Eat Here (prices vary)
- Get Drinks (prices vary)
- Attend Cooking Class (§400)
- Play Dominoes

The Broad Street Business Tower & Grill offers a wide variety of employment opportunities and classes, all with the added benefit of a top-notch on-site commissary.

While the talented, performance-minded Sims of Starlight Shores may scoff at a stuffy desk job, the Business and Journalism careers definitely have their appeal to some.

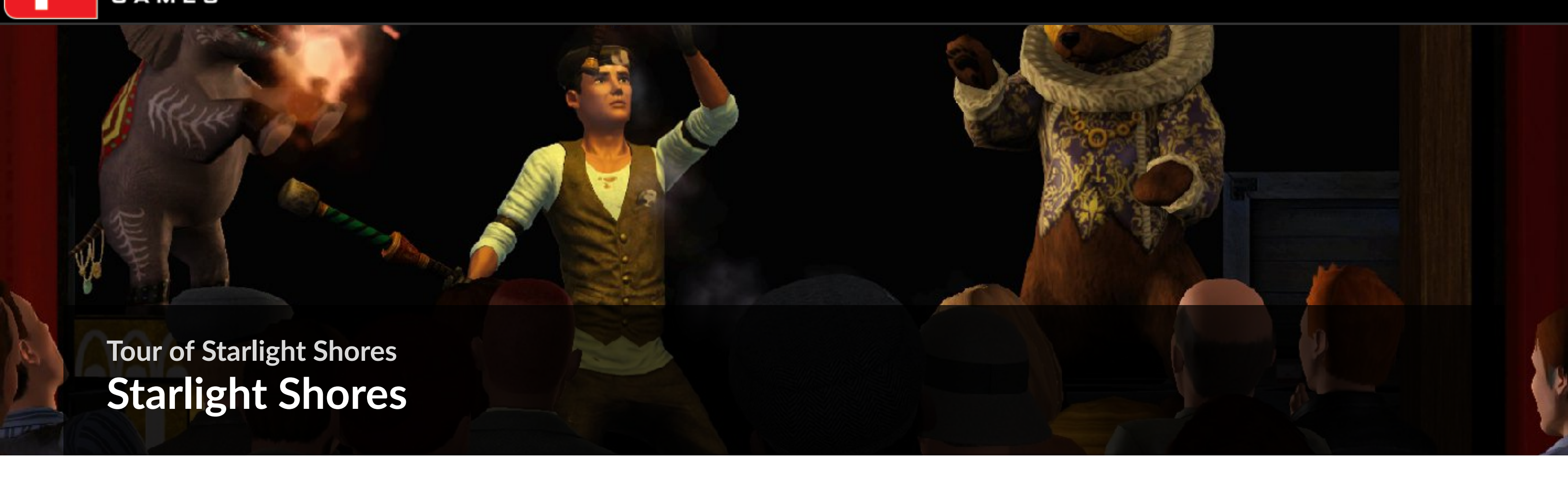
But even creative Sims (and prospective authors) can find a use for the Writing class offered here, helping turn their illegible outlines into well-crafted, flowing prose through the improvement of their Writing skill.

Sims with a passion for gastronomy can join the Culinary career in the business park's adjoining restaurant. The restaurant is also open to customers looking for a high-quality food and drinks, ideal for impressing a date.

Those wishing to improve their own Cooking skill can also attend a Cooking class here, helping reduce the risks of kitchen fires and poorly prepared meals.

Tip

Sims eating at the Broad Street Business Tower & Grill automatically change into their formal wear. After dinner, consider playing a game of dominoes on the outdoor patio to improve your Logic skill.



Tour of Starlight Shores

Starlight Shores

Click here for interactive map

City Government Complex

Address: 100 Old Town Road

Description: The Seat of Power: home to City Hall, Law Enforcement, and the Military.

City Hall Interactions:

- Join Political Career
- Attend Charisma Class (§400)
- Tour City Hall

Police Station Interactions:

- Join Law Enforcement Career

Military Interactions:

- Join Military Career
- Attend Handiness Class (§400)
- Tour Command Center

The City Government Complex combines all functions of government into one convenient location. Whoever thought government could be so efficient? City Hall offers Sims the chance to try their hand at the Political career.

But Sims who have set their sights on political office will need to boost their Charisma skill. Fortunately, City Hall offers a Charisma class too, giving all Sims a leg-up in social interactions by building the Charisma skill.

Free tours of City Hall are also available, offering a great way to spend a day off. Sims interested in the Law Enforcement career can join the local force at the Police Station.

With the exception of criminals locked in jail, there isn't much else for Sims to do at the Police Station. Rounding out the City Government Complex is the Military wing. Here Sims can join the Military Career in an attempt to rise up the ranks.

The Military wing is also open to civilian Sims eager to take a tour of the Command Center or improve their Handiness skill.

If home repairs continue to be a challenge, consider attending a Handiness class to make quick work of those leaky faucets and clogged toilets.

Tip

Attending classes can be a costly (but quick) way to improve your skills. Check the paper every day to find discounted classes.

C-Ment Shoe Factory

Address: 74 Los Sueños Strip

Description: This is an upstanding shoe factory. Nothing to see here. Move along.

Interactions:

- Join Criminal Career

Got a problem with authority? Want to pursue a less-than-honest line of work? Then perhaps the Criminal career is right up your alley. This conspicuous shoe factory on the outskirts of town is a front for Starlight Shores' criminal element.

The only reason to go here is if you wish to join the Criminal career. There are no classes or tours, so don't ask.

While the factory is off-limits to most Sims, those in the Law Enforcement career may end up poking around the facility to see if they can turn up any incriminating evidence.

While criminals always have to be on the lookout for the law, they don't have to worry about other criminals breaking into their homes. Whoever said there's no honor among thieves?

Flying V's Coffeehouse

Address: 39 Los Sueños Strip

Description: Pop into this retro hotspot for a bite to eat and maybe some entertainment.

Interactions:

- Join Culinary Career
- Attend Cooking Class (§400)
- Eat Here (prices vary)
- Get Drinks (prices vary)
- Watch Show

This 24-hour eatery is a popular hangout for Starlight Shores' night owls. Come here after a show to grab a quick meal or some drinks.

As with the Broad Street Business Tower & Grill, Sim's can also join the Culinary career here as well as attend a cooking class.

But this late night hotspot is best known for its outdoor stage, a popular venue for up-and-coming acts. Sims in the new performance careers can book gigs here starting at Level 3.

Following performances, the outdoor patio is the perfect setting for socializing and other relaxing activities. So even if you don't feel like talking, take a seat, crack open a book (or laptop), and enjoy the fresh night air.

Hoi Polloi Event Center

Address: 32 Los Sueños Strip

Description: The city's Concert Hall, where the stars come out to shine!

Interactions:

- Join Music Career
- Attend Guitar Class (§400)
- Attend Movie (§40)
- Tour Theater

Do you love playing the guitar? Perhaps you're interested in becoming a musician? Either way, the Hoi Polloi Event Center has plenty to offer.

This performing arts center serves many purposes, including that of a Big Show venue for Sims in the performance careers.

Performers will need to pay their dues at smaller venues before they can take the stage, advancing to career Level 8 or higher. But Hoi Polloi is much more than a big stage.

Sims in the Music career report here for work every day. Guitar classes are offered here, and the event center also doubles as a movie theater.

Movies are shown every day starting at 5 PM, making it a great place to start a date in the evenings. If you're low on money, consider taking a free tour of the facility.

Holy Cow Memorial Hospital

Address: 104 Old Town Road

Description: Doctors and researchers working together for a healthier, happier you.

Hospital Interactions:

- Join Medical Career

Science Lab Interactions:

- Join Science Career
- Attend Gardening Class (§400)
- Attend Logic Class (§400)
- Tour Science Lab
- Donate Insects to Science

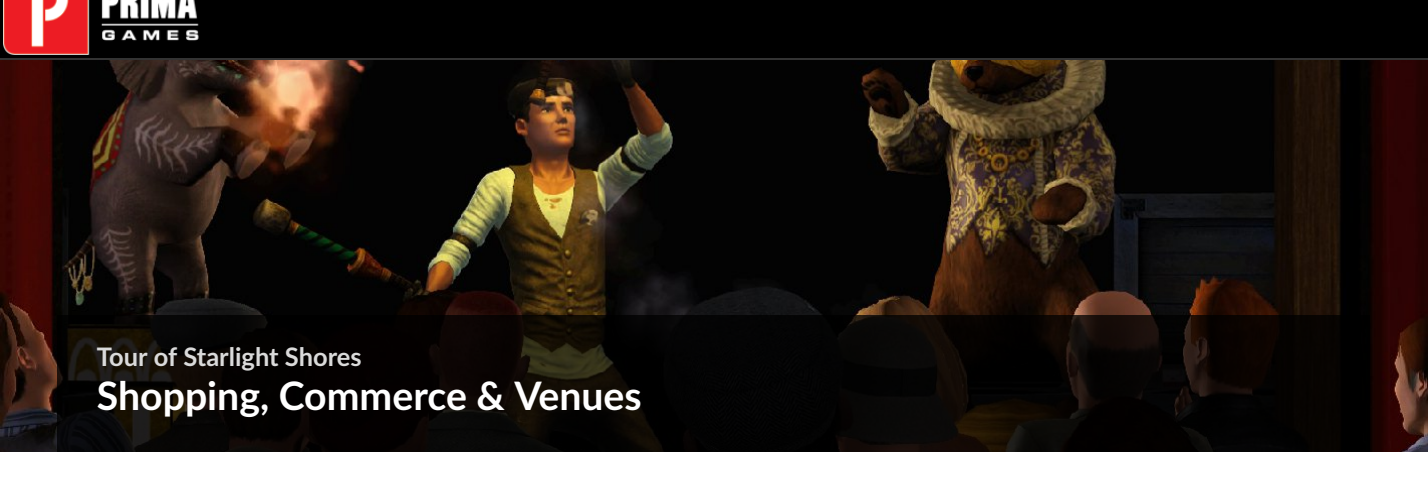
The Holy Cow Memorial Hospital is a medical facility with an integrated science lab. Starlight Shores' brightest minds gather here to advance research in the fields of science and medicine.

Prospective doctors and surgeons can join the Medical career at the hospital. The hospital staff is way too busy healing patients to offer tours or classes.

However, the adjoining science lab offers plenty of activities to Sims off the street. In addition to joining the Science career, Sims can also take tours, attend classes, and donate insects at the science lab.

Sims can take Gardening or Logic classes here also. Building the Logic skill is essential to Sims in both the Medical and Science careers, so consider attending a class on a day off.

The science lab is also more than happy to receive any insects you've found while exploring. Who knows, your donation may lead to a major scientific breakthrough!



Tour of Starlight Shores

Shopping, Commerce & Venues

Sims looking for fun and places to spend their hard-earned Simoleons have plenty of options in downtown Starlight Shores. Los Sueños Strip is the downtown district's main drag and home to an eclectic mix of businesses catering to the town's diverse population.

Some of these businesses also offer part-time jobs, giving Sims the chance to earn some pay without committing to a full-time career. But the venues are the main attraction on Los Sueños Strip, giving Sims no excuses for being bored.

Whether you want to see a live show, sing karaoke, or take a spin on a mechanical bull, there's something for every fun-loving Sim here.

Brotherhood of Fine Fellows Hall

Address: 40 Los Sueños Strip

Description: The urban fortress where the Brotherhood of Fine Fellows comes to eat, drink and be BFFs.

Interactions:

- Use Computer
- Watch TV
- Watch Show

The Brotherhood of Fine Fellows is a private social club and this is their hall where they host a variety of events in their massive ballroom.

Because this is a Private venue, the stage here is off-limits to all but the most qualified performers, who have reached Level 7 or higher. Outside of watching shows, there isn't much else to do here.

There is a small lounge near the stage where visiting Sims can watch TV or take a nap on a cushy sofa. The nearby dresser and mirror also make it handy to plan outfits and alter a Sim's appearance.

If you're in dire need of a computer and don't want to go home (or to the library), you can find a couple of computers in this venue's lobby.

Los Sueños Private Club

Address: 37 Los Sueños Strip

Description: Only in the In Crowd gets to crowd into this private club.

Interactions:

- Use DJ Booth
- Sing Karaoke
- Play Pool
- Play Captain Starplanet Arcade Table (§5)
- Swim
- Watch Show

Los Sueños Private Club is an oasis for Sims plagued by boredom and lack of a social life. But don't let the word "Private" stop you from stepping past the velvet rope.

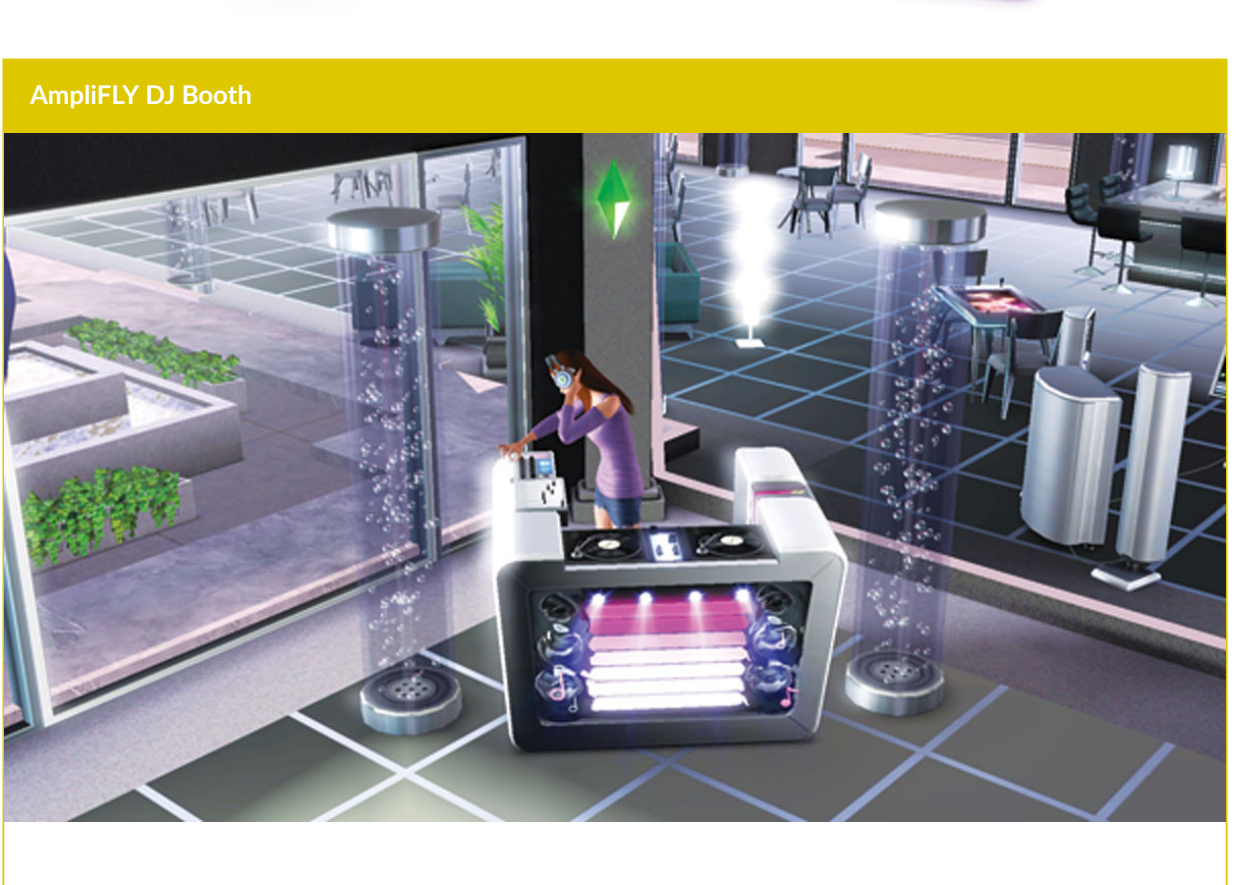
While the venue's stage is only open to high-end (Level 7+) acts, the club's other amenities are available for all Sims to enjoy. A DJ booth welcomes visitors near the main door while a pool table, karaoke machine, and arcade table sit near the bar.

Lounge-like seating surrounds the main stage, offering a relaxing environment to take in live performances.

Athletic Sims, or those only wishing to flaunt their flawless bodies, can take a dip in the outdoor pool or soak up the sunshine by relaxing in one of several lounge chairs.

If you're looking to throw a destination party, you'd be hard pressed to find a better location.

AmpliFLY DJ Booth



Feel the need to spin some tunes? Try out the AmpliFLY DJ Booth at Los Sueños Private Club or Port-A-Party Warehouse. Initially you can only play Dubstep and Funk tracks.

But as you log more time behind the turntables you'll eventually unlock two more tracks (Bass N Drum and Niche) along with the Make it Groove interaction. Don't be surprised if a group gathers around the booth to dance.

Some of your new fans might even make a request. Play the track of their choice to build your hidden DJ skill and boost your relationship with the audience. For more information on becoming a DJ, see the Careers Section.

The Market Basket

Address: 240 Starry Way

Description: Quick stop, quick shop… for all your grocery needs.

Interactions:

- Shop for Groceries
- Get Part-Time Job
- Attend Fishing Class (§400)
- Sell Fruits & Vegetables
- Sell Fish

Not everyone in Starlight Shores eats out for every meal. For Sims eager to try out a new recipe or those simply trying to save Simoleons by cooking for themselves, the Market Basket grocery store is go-to place for ingredients and housewares.

Here Sims can choose from a variety of produce, fish, meats, and other impulse buys like bubble bath or candles. If you find the price of fish too high, consider catching your own. But first, you'll need to boost your Fishing skill.

Conveniently, the fine Sims at the Market Basket offer Fishing classes, even if it may work against their self-interest. If you catch some fish or grow your own fruits and vegetables at home, you can sell them here to net a modest profit for your labors.

While you can't make a career out of working here, you can apply for a part-time job to help supplement your income.

Note

Unfortunately, Sims in performance careers can't work a part-time job without first quitting their career. All part-time jobs begin in the afternoon and end in the early evening. These hours conflict with available gigs.

Market Basket Inventory

Produce

Item	Price
Apple	§6
Banana	§11
Bell Pepper	§18
Garlic	§23
Grapes	§6
Lettuce	§5
Onion	§11
Potato	§11
Tomato	§5

Fish

Item	Price
Alley Catfish	§6
Anchovy	§5
Goldfish	§6
Lobster	§25
Rainbow Trout	§9
Salmon	§14
Sea Bat Starfish	§8
Swordfish	§17
Tuna	§11

Meat and Cheese

Item	Price
Cheese	§8
Egg	§11
Links	§8
Patty	§24
Roast	§30
Steak	§30
Tofu	§11

Home

Item	Price
Birthday Inferno Birthday Cake	§30
Ducksworth of Bathington	§40
Mood-Lite Candle	§65
World's Brew Bubble Bath	§100

Mick's Master Karaoke

Address: 41 Los Sueños Strip

Description: At Mick's, you can take your singing from the shower to the stage and get your Karaoke on!

Interactions:

- Sing Karaoke
- Play Dominoes
- Play Robots vs. Monsters Arcade
- Table (§5)
- Take Photo (§10)
- Play Pool
- Watch Show
- Fish

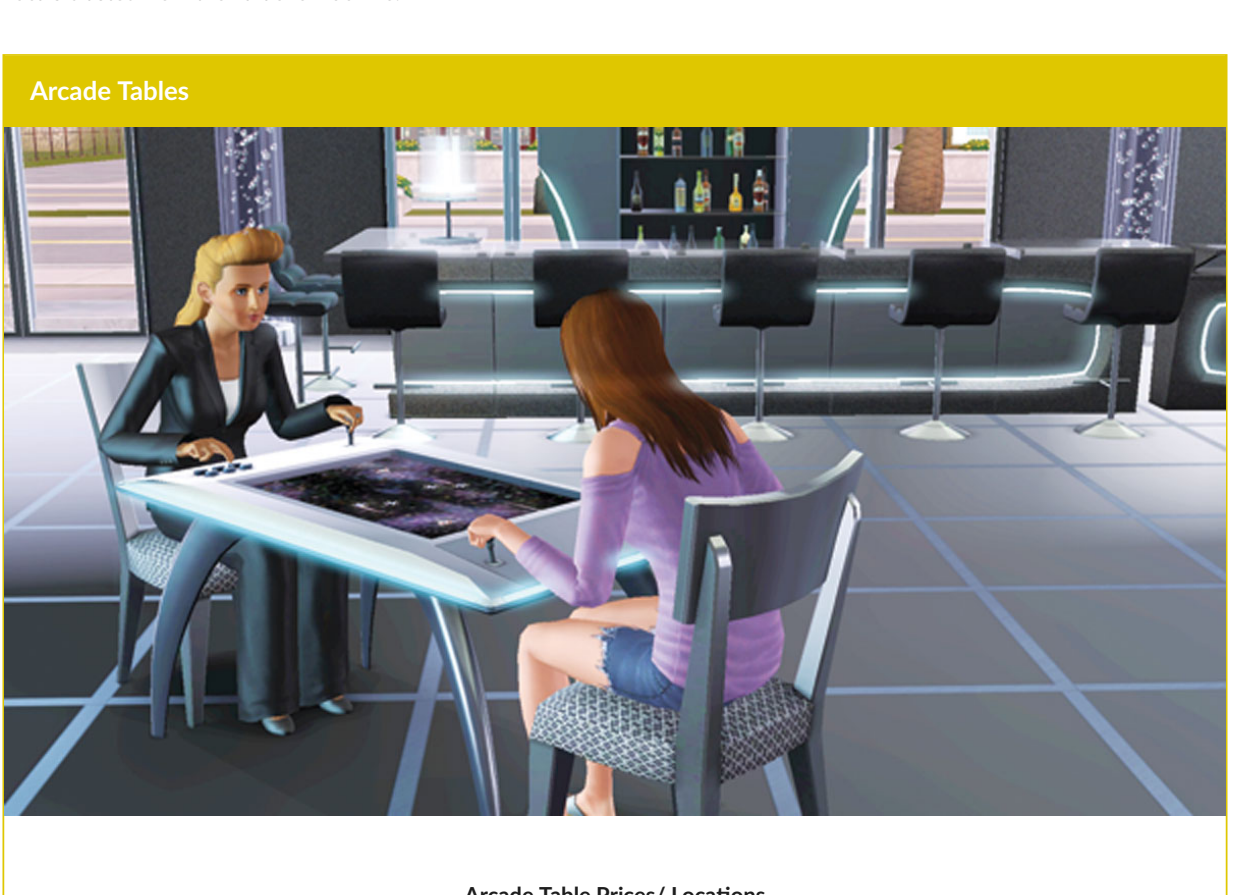
Want to show off that beautiful singing voice? Then head over to Mick's Master Karaoke and knock 'em dead. This two-story Live Show venue is one of the most hopping joints on Los Sueños Strip.

In addition to its small karaoke stage, the venue also sports a live feature stage reserved for accomplished Singers, Magicians, and Acrobats. Sims in the performance careers can book gigs here starting at Level 5.

More entertainment options await upstairs including an arcade table, a photo booth, and a pool table. You can even play a game of dominoes to boost your Logic skill.

Prospective anglers can also cast a line in the small pond behind the venue—a relaxing way to escape the less-than-perfect vocals blasted from the karaoke machine.

Arcade Tables



Arcade Table Prices/ Locations

Three new arcade tables allow you and a friend to go head-to-head in a digital battle for video game supremacy while in a comfortable seated position. Each game costs §5, or §10 if you play with someone else.

If you manage to beat a game, you get free replays for a limited time. When possible always try to play these games with another Sim. In addition to fulfilling your Fun need, you'll also build a relationship with your opponent.

Playing these games also boosts your Sim's hidden Arcade skill. The more you play, the better you become! If you don't want to hunt down these different games at venues, you can buy arcade tables for your own home…but they're not cheap.

Still, if you own your own arcade table, you don't have to pay for each game.

Name	Purchase Cost	Venue Availability
Captain Starplanet	§1,700	Los Sueños Private Club, Port-A-Party Warehouse
Exploding Tank Man	§1,300	MN8
Robots vs. Monsters	§1,400	Mick's Master Karaoke

MN8

Address: 50 Los Sueños Strip

Description: The neighborhood might be a little sketchy, but MN8 is always a rockin' good time.

Interactions:

- Take Photo (§10)
- Play Exploding Tank Man Arcade Table (§10) Watch Show

MN8 is a Live Show venue that focuses almost entirely on the artistry of its guest performers. There aren't very many trendy attractions, so don't ask. It's all about the performance!

The stage, located on the first floor, is surrounded by lounge-like seating, encouraging patrons to relax and enjoy the live entertainment. Sims in performance careers can start booking gigs here at Level 5.

Outside of watching shows, there's not much to do at MN8. Customers can find a photo booth near the downstairs restrooms, offering some welcome privacy for amorous couples eager for some public WooHoo.

More seating can be found on the upstairs promenade along with an arcade table.

Port-A-Party Warehouse

Address: 45 Los Sueños Strip

Description: Planning a party, public or private? A perfect place is this Party Space!

Interactions:

- Use PlasmaPunch Gyroscope Conductor
- Use DJ Booth
- Play Captain Starplanet Arcade Table (§5)
- Play Skee Ball (§10)
- Play Pool
- Watch Show

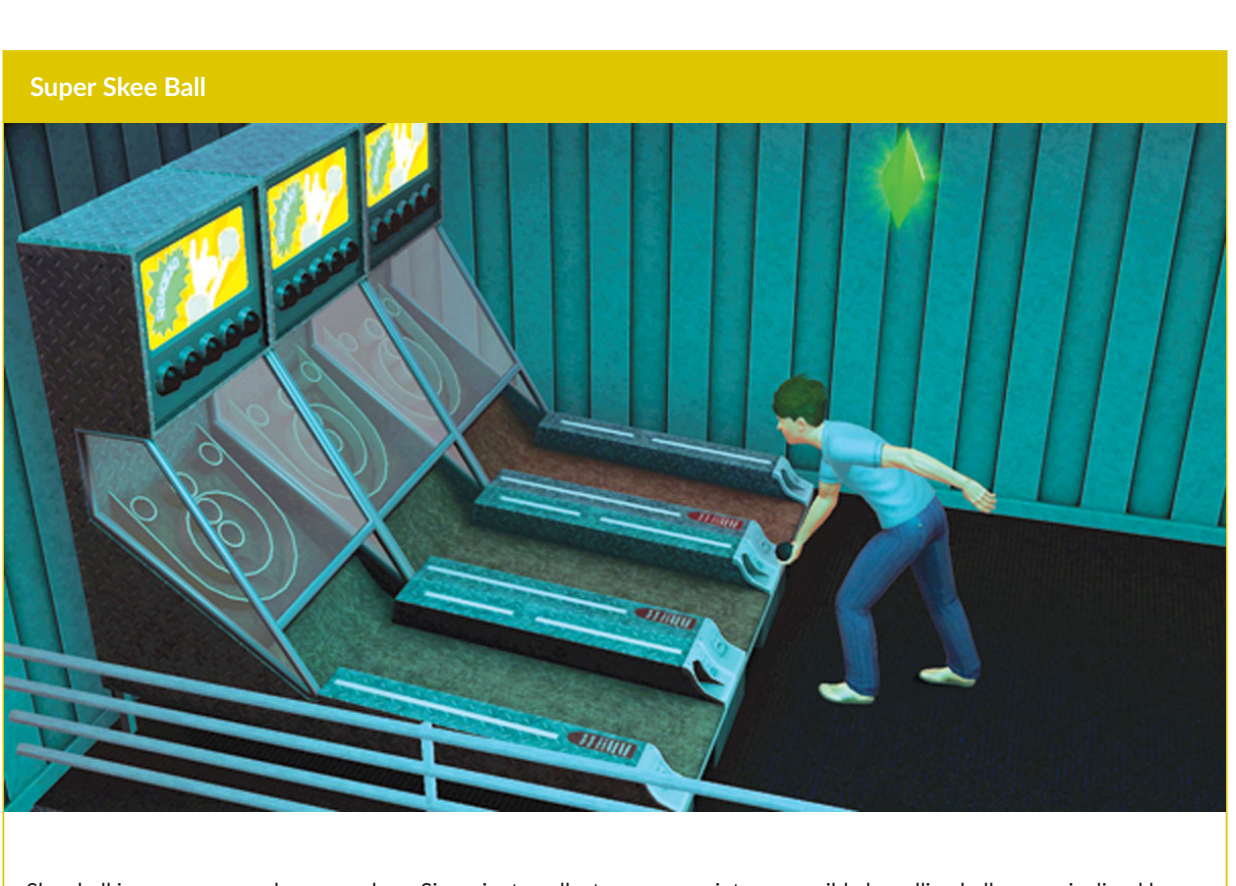
Port-A-Party Warehouse packs all of the fun of a carnival into one relatively compact venue. A lounge and stage dominate the first floor, giving performers and audiences plenty of breathing room.

This is a Private venue, so the stage here is open only to Sims who have reached Level 7 or higher in the performance careers. While this is a popular venue to take in a show, most of the action occurs upstairs.

Here Sims can enjoy a variety of attractions including the PlasmaPunch Gyroscopic Conductor, an advanced apparatus capable of rotating Sims in three dimensions.

Other attractions include a pool table, skee ball, a DJ booth, jukebox, and arcade table. Clearly, if you can't find something fun to do here, you might be dead.

Super Skee Ball



Skee ball is common arcade game where Sims aim to collect as many points as possible by rolling balls up an inclined lane, launching them into one of eight holes with different point values ranging from 1,000 to 10,000 points each.

This attraction is exclusive to the Port-A-Party Warehouse but you can also buy one for your own house for §3,250. Playing skee ball is a great source of fun, and also boosts your Sim's hidden Arcade skill.

Five lights at the top of the machine illuminate (from left to right) to indicate your Sim's current score:

1st Light: 5,000 Points
2nd Light: 10,000 Points
3rd Light: 15,000 Points
4th Light: 25,000 Points
5th Light: 40,000 Points

As your Arcade skill increases, the more successful you'll become at mastering this challenging game. One of the new wishes requires your Sim to score a set number of points in skee ball.

You'll need to practice if you hope to fulfill that wish and bank some Lifetime Happiness points.

Rodeo-Go-Go

Address: 44 Los Sueños Strip

Description: Come on down to the Rodeo-Go-Go to get the lowdown on a hoedown!

Interactions:

- Ride Buck & Chuck Bronco (§10)
- Take Photo (§10)
- Play Foosball
- Play Pool
- Watch Show

This rustic saloon-style bar may look a bit out of place compared to the other swanky venues on Los Sueños Strip. But Rodeo-Go-Go is the go-to-place for urban cowboys (and cowgirls) to show off their athletic prowess by tackling the Buck & Chuck Bronco.

This mechanical bull (near the entrance) is a thrilling attraction capable of annihilating any sense of boredom, for a nominal fee. But you better hit the gym to boost your Athletic skill or you're bound to be thrown from the ride.

Also on the ground floor is the feature stage, hosting Sims in the performance careers at Level 5 or higher. The venue's second floor is filled with more entertaining distractions including a pool table, photo booth, jukebox, and foosball table.

Note

For most Sims there are three difficulty settings on the Buck & Chuck Bronco. But Sims with the Daredevil trait can only choose Crazy Cowboy/Cowgirl, guaranteeing a wild ride and an Adrenaline Rush moodlet upon completion.

Serenity Bookstore & Spa

Address: 34 Los Sueños Strip

Description: Invigorate the mind and body at the Serenity Bookstore and Spa.

Bookstore Interactions:

- Shop for Books
- Get Part-Time Job

Day Spa Interactions:

- Get Part-Time Job as a Spa Specialist
- Get Part-Time Job as a Receptionist
- Get Tattoo (§300)
- Get Massage: Quick Shiatsu Massage (§50)
- Get Massage: Relaxing Swedish Massage (§250)
- Get Massage: Deep Tissue (§500)
- Get Facial: Mini-Facial (§50)
- Get Facial: Mud Facial (§200)
- Get Facial: Seaweed Facial (§500)
- Body Treatments: Steam Bath (§250)
- Body Treatments: Salt Scrub (§750)
- Body Treatments: Volcanic Clay Bath (§1,500)
- Salon: Manicure (§25)
- Salon: Pedicure (§50)
- Salon: Manicure/Pedicure/Soak (§100)
- Packages: Great Escape (§1,000)
- Packages: Relaxing Rendezvous (§3,000)
- Packages: Soothing Salvation (§7,500)

Need some time to unwind after a stressful day on the job? Or perhaps you just want to curl up at home with a good book. In either case, the Serenity Bookstore & Spa has everything you're looking for.

Bookstore customers can browse through a wide selections of novels, recipes, and sheet music as well as child development, skill-building, and fishing books.

You can also sell back any books you've already read, ideal for unloading inventory for cold hard cash. Any moody Sim is in good hands at the day spa.

Whether it's a massage, facial, or manicure, the competent staff can make the day's stresses melt away. Spa treatments vary dramatically in price and quality, with services ranging from §25 to §7,500!

But Sims can rest assured that they'll get their money's worth, often gaining positive moodlets (like Relaxed, Smooth Skin, or Completely At Ease) that last several hours or even days.

If you're looking to bring in some extra money, the bookstore and day spa are always looking for pleasant Sims to fill part-time positions. All part-time jobs begin in the afternoon, perfect for students or Sims with other pursuits.

Bookstore Inventory: General

Title	Genre	Price
Point Farmer: The Story of Grant Rodiek	Autobiography	§25
The Warlock of Paladia	Fantasy	§35
Where's Bella?	Children's	§40
The Adventures of Raymundo	Children's	§50
Murder in Pleasantview	Mystery	§65
A Magnetic Attraction	Trashy	§80
Commitment Issues	Drama	§130
Stragedy and Other Messterpieces	Humor	§135
Zombies? Zombies!	Science Fiction	§180
Totally Preggers: An Expecting Mother's Tale	Non-Fiction	§200
Abstract with Turkey	Fiction	§210
Unicorns for Audrey	Fantasy	210
Exit at Powell	Satire	§230
GPod	Science Fiction	§250
Baby Incoming: Preparing with Vigilance	Non-Fiction	§300
The Economy	Political Memoir	§310
How to Spin Plates	Non-Fiction	§350
Game of Thorns	Mystery	§405
The Crumplebottom Legacy: A Tale	Historical	§480
I'm Still Cool	Humor	§535
Thunking	Fiction	§580
Llama Rights	Historical	§610
Special Snowflake	Romance	§705
On the Margins	Satire	§780
The Point of Pointillism	Non-Fiction	§875
Not Expecting Much	Vaudeville	§940
The Noble History of Socks	Biography	§1,000

Bookstore Inventory: Skill

Title	Skill	Level Req.	Price
Cooking Vol. 1: Too Much Salt	Cooking	0	§50
Handiness Vol. 1: Unplug It First! Handiness	0	§50	§35
Logic Vol. 1: Knights vs. Bishops	Logic	0	§50
Gardening Vol. 1: The Watercan Chronicles	Gardening	0	§350
Charisma Vol. 1: Fixing the Friend Problem	Charisma	0	§350
Handiness Vol. 2: Turn off the Water!	Handiness	3	§500
Gardening Vol. 2: Odor Free Fertilizer	Gardening	3	§500
Logic Vol. 2: To Xor or Not to Xor	Logic	3	§500
Cooking Vol. 2: Why You Need Baking Soda	Cooking	3	§500
Charisma Vol 2: Talking to Anyone	Charisma	3	§500
Gardening Vol. 3: Gardening to Riches	Gardening	6	§750
Logic Vol. 3: 3.14159265	Logic	6	§750
Cooking Vol. 3: Yummy and Delicious	Cooking	6	§750
Handiness Vol. 3: Puddles and Electricity Don't Mix	Handiness	6	§750
Charisma Vol. 3: Becoming Irresistible	Charisma	6	§750

Bookstore Inventory: Guitar Sheet Music

Title	Level Req.	Price
Yes Ma'am, I Do	5	§100
Flamenco Fever	6	§250
A Perfect Moment	7	§425
Improvise Here and Now	8	§600
Dream Escape	9	§1,400

Bookstore Inventory: Childhood Development

Title	Price
Counting Those Who Cannot	§50
Finger Painting 101	§50
Jimmy Sprocket and the Squishy Stone	§50
Bluish Eggs with a Side of Pastrami	§50
Squares are Not Triangles	§125
Frank I'm Not	§125
Handprints of the Masters	§125
Jimmy Sprocket and the Chalice of Lichens	§125
Being Smart for Fun and Profit	§210
Jimmy Sprocket and the Escape from "Fun" Land	§210
Don't Stay Within the Lines	§210
Oh the Destinations You'll Briefly Visit	§210

Bookstore Inventory: Fishing

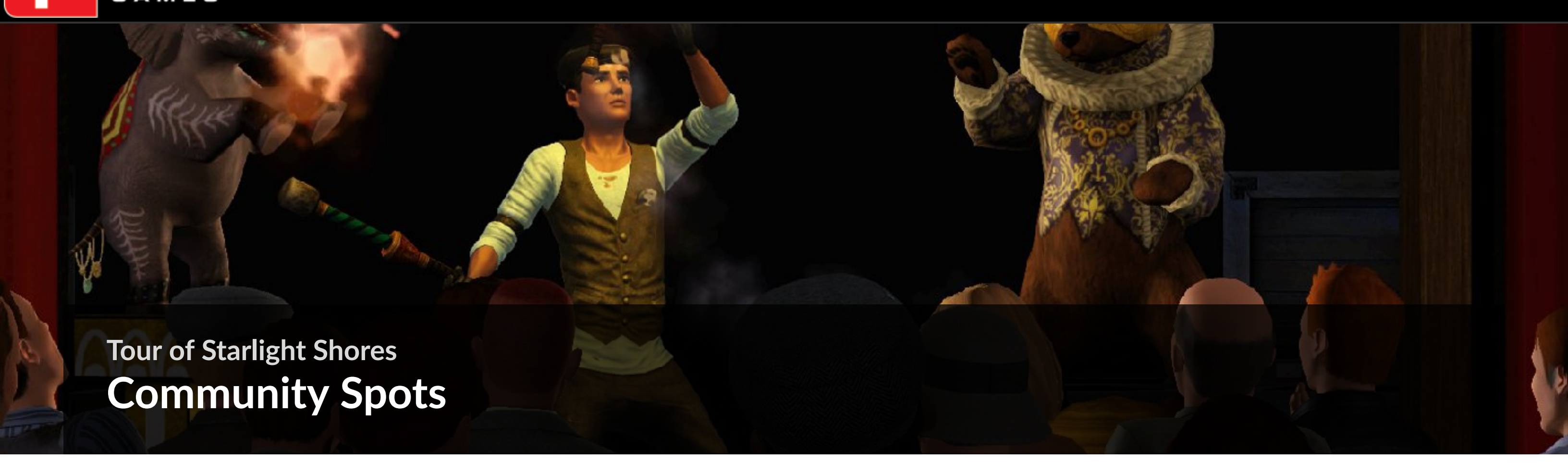
Title	Level Req.	Price
The Wee Swimmers: Reeling Anchovy and Minnow	0	§50
The Whiskered Deep: Catfish and You	1	§100
All that Glitters is Goldfish	1	§200
Gilled Tragedy: Trout and Clownfish Baiting Techniques	2	§300
Sushi Swimmers: How to Catch Tuna, Salmon and Blowfish	3	§400
Predators of the Deep: Piranha, Shark and Swordfish Tips	5	§500
Heavenly Delicacies: Hooking Angelfish and Lobster	5	§750
Binary Fishing and Analog Bait for Robotfish	6	§1,400
Fishing for the Dead: Deathfish and Vampirefish on the Line	7	§2,000

Bookstore Inventory: Recipes

Recipe Name	Level Req.	Price
Ratatouille	1	§25
Vegetarian Fish and Chips	3	§50
Fish and Chips	3	§50
Cookies	3	§100
Fruit Parfait	4	§200
Fried Peanut Butter and Banana Sandwich	5	§250
Cheese Tofu Steak	5	§300
Cheesesteak	5	§300
Cobbler	6	§450
Eggs Machiavellian	7	§580
Tri-Tip Steak	8	§650
Tri-Tip Tofu Steak	8	§650
Stuffed Turkey	9	§800
Baked Angel Food Cake	10	§1,000
Ambrosia	10	§12,000

Note

If you have other expansions installed, you may see other books at the bookstore.



Tour of Starlight Shores

Community Spots

Starlight Shores prides itself in its commitment to promoting academic and artistic excellence.

At the heart of this commitment are several publicly funded community facilities where citizens can gather to learn new skills or simply appreciate the finer points of art and literature.

Physical fitness is also a shared community value. All Sims have access to the Weight & Sea Rec Center where they can work out or relax in the pool.

Most of these community services are provided free of charge, ensuring that all Sims have the opportunity to improve their lives.

Community Library

Address: 102 Old Town Road

Description: Read, Learn, Grow… but please do it quietly, this is a library.

Interactions:

- Read
- Use Computer

Too cheap to buy books or a computer? No problem! The Community Library has you covered. The library is filled with tons of books, making it the ideal place to read for fun or learn new skills.

In addition to books, the library also has a few computers. Computers are a cheap form of entertainment (through playing computer games) but they can also be used to chat, check real estate values, look for jobs, or writing.

You can even play chess on computers to build your Logic skill. As a public lot, the library is also a popular place for socializing.

Sims with the Bookworm trait love to frequent the library. You can often find them hanging out here or sitting down with their nose pressed into a book.

Gooder Public School

Address: 23 Los Sueños Strip

Description: Gooder Public School: Giving parents a break for over fifty years!

Interactions:

- Attend Painting Class (§400)
- Go to School (for teens and children)

Even the spoiled children of Starlight Shores' biggest celebrities attend Gooder Public School. Located within walking distance of the Community Library, this school offers a fine educational environment to all students, regardless of who their parents are.

Teens and children spend their formative years attending classes here during weekdays. It's much like a job, but the pay stinks. Adults can also attend painting classes at the school in an effort to build their Painting skill.

Lidview Cemetery

Address: 160 Foothill Drive

Description: An idyllic resting place for the dearly departed.

Interactions:

- Get Part-Time Job
- Tour Mausoleum
- Explore Catacombs
- Mourn
- Fish

Unfortunately, the fun-loving Sims of Starlight Shores are not immune to the crushing reality of death. Sims who die are buried here and can be mourned by family and friends. But there's more to do here than mourn or engrave epitaphs on tombstones.

Lidview Cemetery also has a pond stocked with fish. So when you're finished sobbing, cast away your sorrows by dropping a line in this fishing hole. The mausoleum in the center of the cemetery also offers tours and is the gateway to the catacombs.

By exploring the catacombs there's a slight chance you'll discover a Dusty Old Lamp containing a Genie. The catacombs also hold other rare treasures such as seeds and gems.

However, only Sims with the Brave trait can escape the catacombs without gaining the Horrified negative moodlet, which lingers for several hours. So think twice about treasure hunting in the catacombs, especially if you have a gig scheduled later in the day.

Tip

Some Sims wish to see a ghost. In such cases, go to the cemetery after midnight, but before dawn. You're likely to see plenty of spirits roaming around the cemetery during these hours. You can even carry on a conversation with them.

Urbane Center for the Arts

Address: 33 Los Sueños Strip

Description: Art is in the eye of the beholder. Behold! The Art Museum!

Interactions:

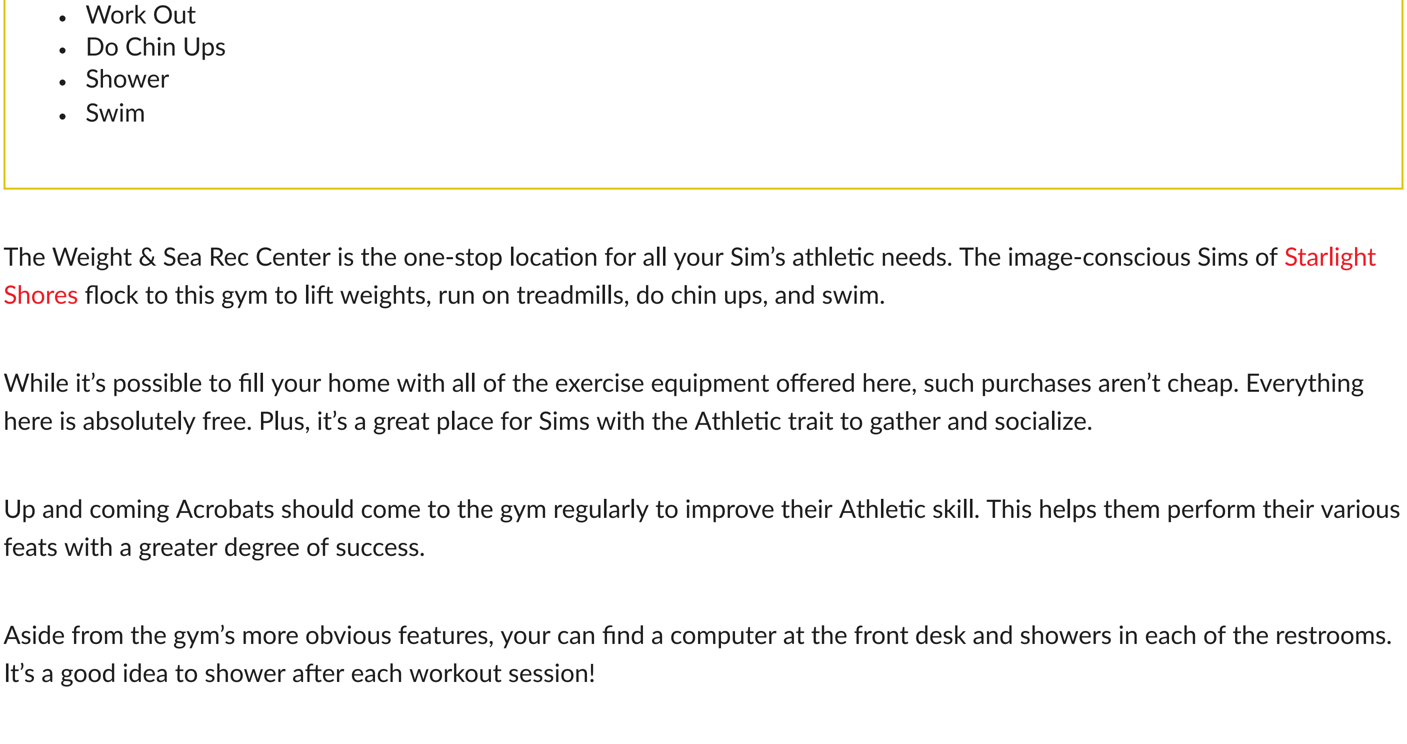
- View
- Practice Painting
- Play Guitar

Starlight Shores is a community that embraces the arts and this art museum stands as a living testament to that shared core value.

Filled with a variety of paintings and sculptures, the three-story Urbane Center for the Arts is a popular hangout for Sims with the Artistic trait. The museum even encourages hands-on participation in the arts by offering three easels on the first floor and a guitar on the third floor.

This allows Sims the chance to build their Painting and Guitar skills without having to purchase the necessary equipment. Like parks and some venues, the art museum is a popular party destination. This is a very classy place to throw a party after a show.

Weight & Sea Rec Center



Address: 46 Los Sueños Strip

Description: Relaxing in the pool or getting fit in the gym, this is the place to show off your hot bod.

Interactions:

- Pump Iron
- Work Out
- Do Chin Ups
- Shower
- Swim

The Weight & Sea Rec Center is the one-stop location for all your Sim's athletic needs. The image-conscious Sims of Starlight Shores flock to this gym to lift weights, run on treadmills, do chin ups, and swim.

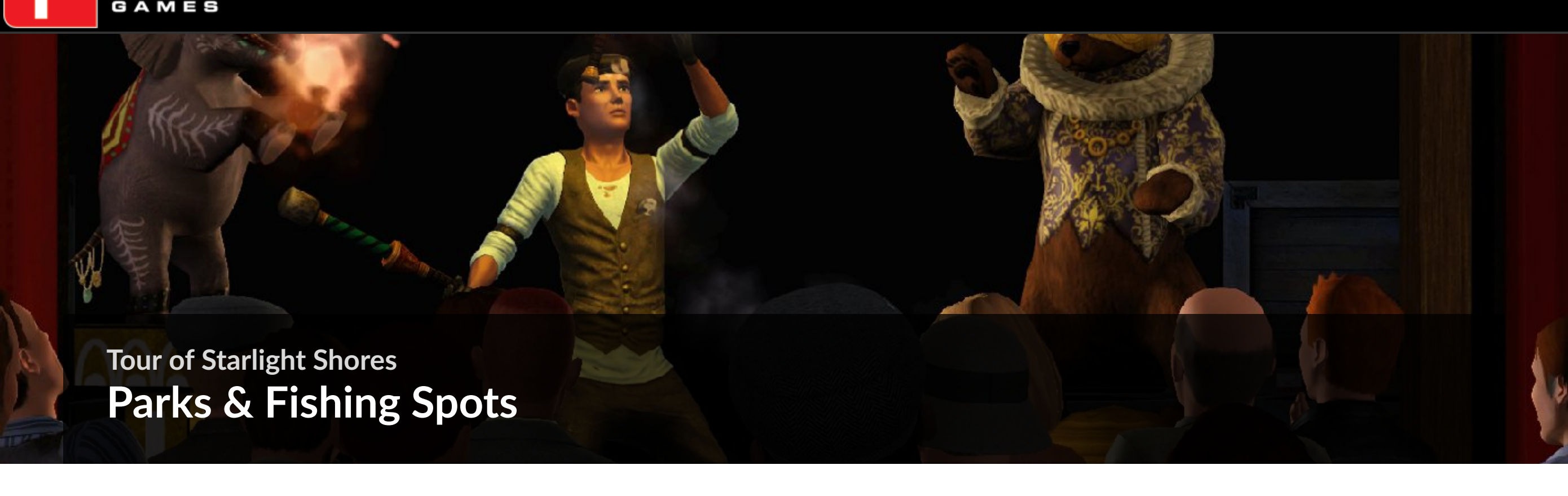
While it's possible to fill your home with all of the exercise equipment offered here, such purchases aren't cheap. Everything here is absolutely free. Plus, it's a great place for Sims with the Athletic trait to gather and socialize.

Up and coming Acrobats should come to the gym regularly to improve their Athletic skill. This helps them perform their various feats with a greater degree of success.

Aside from the gym's more obvious features, your can find a computer at the front desk and showers in each of the restrooms. It's a good idea to shower after each workout session!

Tip

The Hold Breath Contest social interaction in the pool is a great way to build your Athletic skill while boosting the Social need. So if you don't have hours to chat, simply find a buddy in the pool and hold your breath.



Tour of Starlight Shores

Parks & Fishing Spots

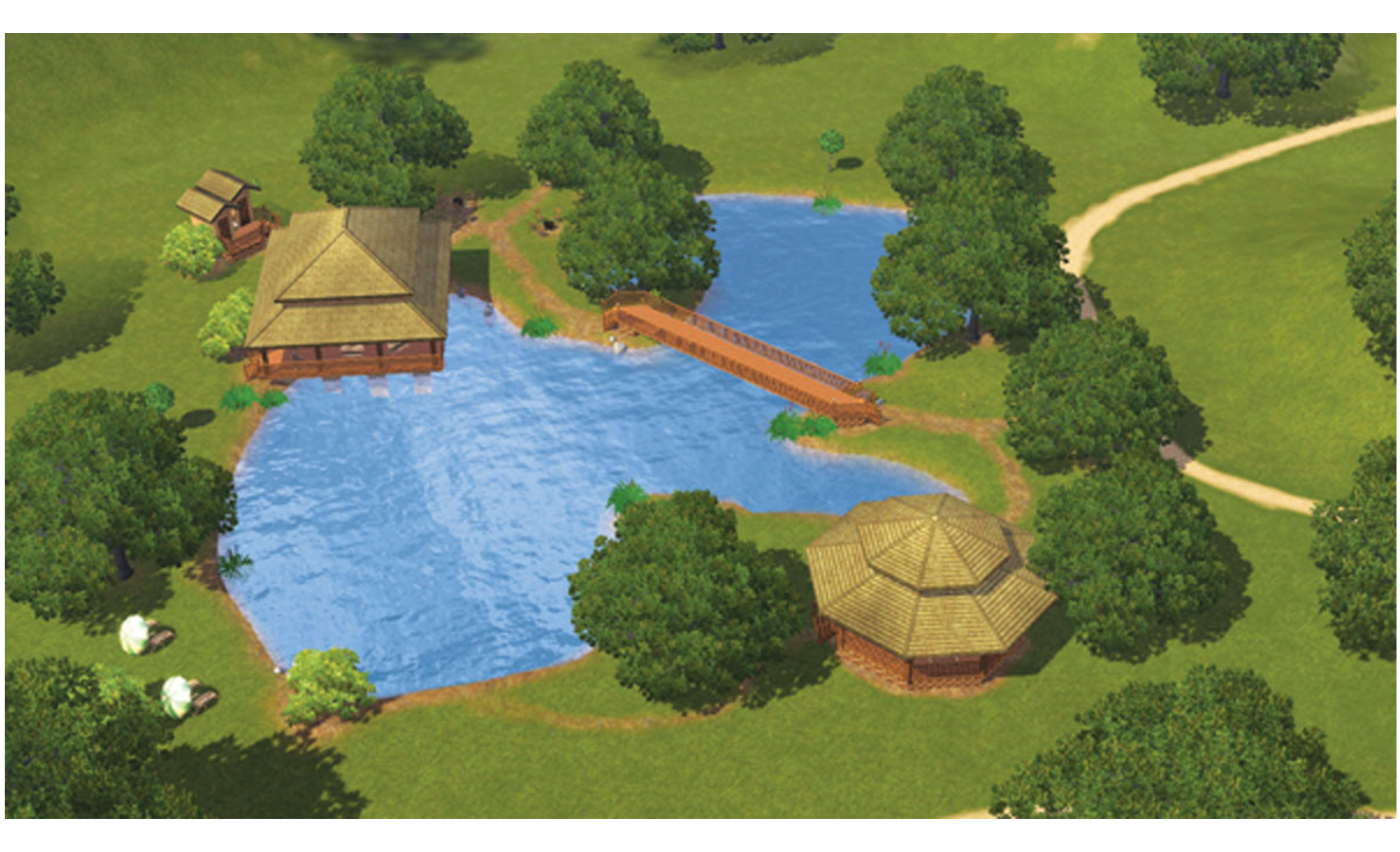
Starlight Shores isn't all about live shows and late night parties on Los Sueños Strip. Sims looking to get away from glitz and noise downtown have several relaxing parks to choose from.

Each park has its own vibe, offering a variety of unique activities. Most of the parks also contain lakes or ponds, a popular attraction for anglers of all skill levels.

Note

For a complete listing of every fish that spawns at each fishing spot, click ahead to the Collectibles section.

Buckshot Lake



Address: 223 Cliffline Trail

Description: A great place to go fishing. Like shooting fish in a barrel!

Interactions:

- Fish
- Play Chess
- Play Dominoes
- Practice Painting
- Sing Karaoke
- Play Guitar
- Harvest Fruit/Vegetables
- Use Fire Pit

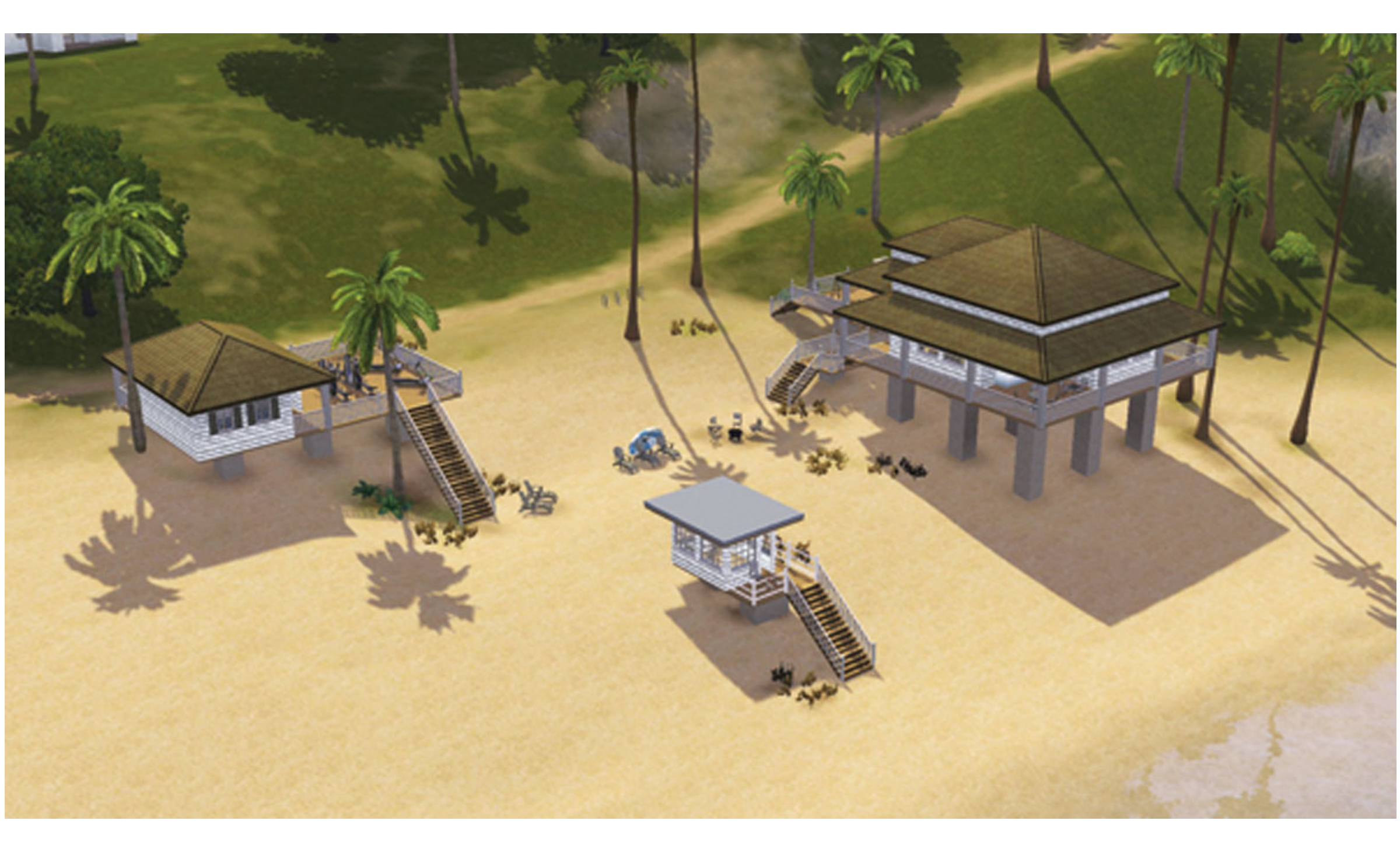
Buckshot Lake is Starlight Shores' premiere fishing hole, drawing novice and expert anglers alike eager to reel in their next big catch. But even Sims who don't have a knack for fishing will find plenty to enjoy at this lush lakeside park.

The serene setting is the perfect environment for painters and musicians to draw inspiration from. Consider coming here to build your Painting or Guitar skills—an easel and guitar are already provided.

Those looking to exercise their brains can take in a game of chess or dominoes, helping advance their Logic skill. Buckshot Lake is also the perfect spot for social events.

Come here for a picnic, taking time out from a relaxing meal to sing a round of karaoke. The park also offers a couple of fire pits, useful for keeping warm at night while enjoying fireside chats with friends.

Delmar Beach



Address: 422 Shoreline Trail

Description: Work on your tan while pumping iron or bending an elbow at the beachside lounge.

Interactions:

- Pump Iron
- Work Out
- Do Chin Ups
- Shower
- Play Pool
- Serve Meal (§250)
- Use Fire Pit
- Fish

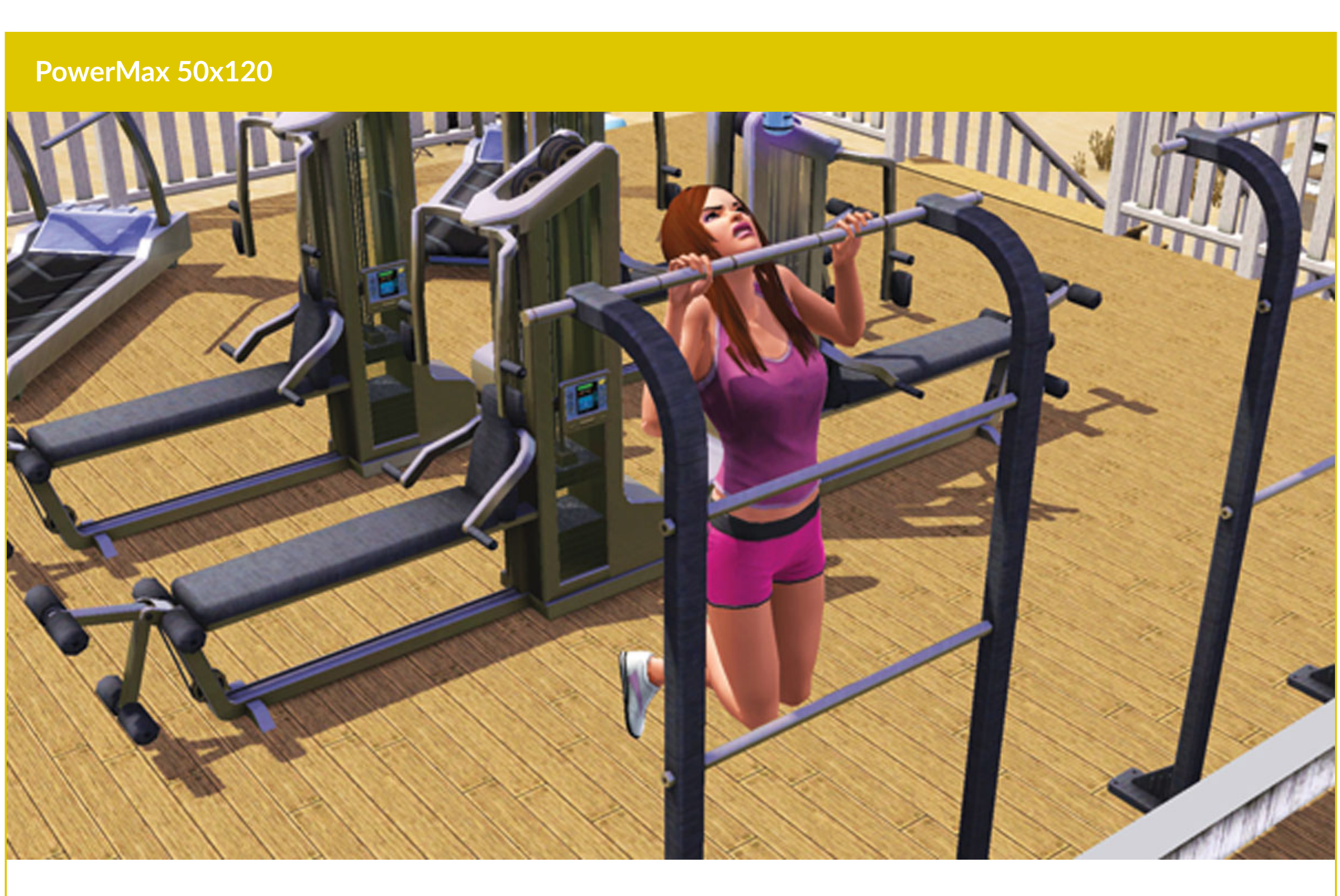
Delmar Beach is one of Starlight Shore's most treasured parks, offering a variety of indoor and outdoor activities for Sims seeking a relaxing coastal getaway.

Athletes and Acrobats often frequent the beach to perform their workout routines outside within view of the pristine shoreline. The beach also is home to a cozy beachside lounge that can be reserved for private parties or simply visited by all Sims.

Visitors to the lounge can play a game of pool, dance next to a jukebox, or indulge themselves and others by serving a pricey banquet. The beach itself is also a fun place to hang out.

Anglers can cast a line into the ocean and pull out a variety of fish. Or come here at night with a loved one and light the fire pit for a romantic outing beneath the stars as the waves gently crash against the sand.

PowerMax 50x120

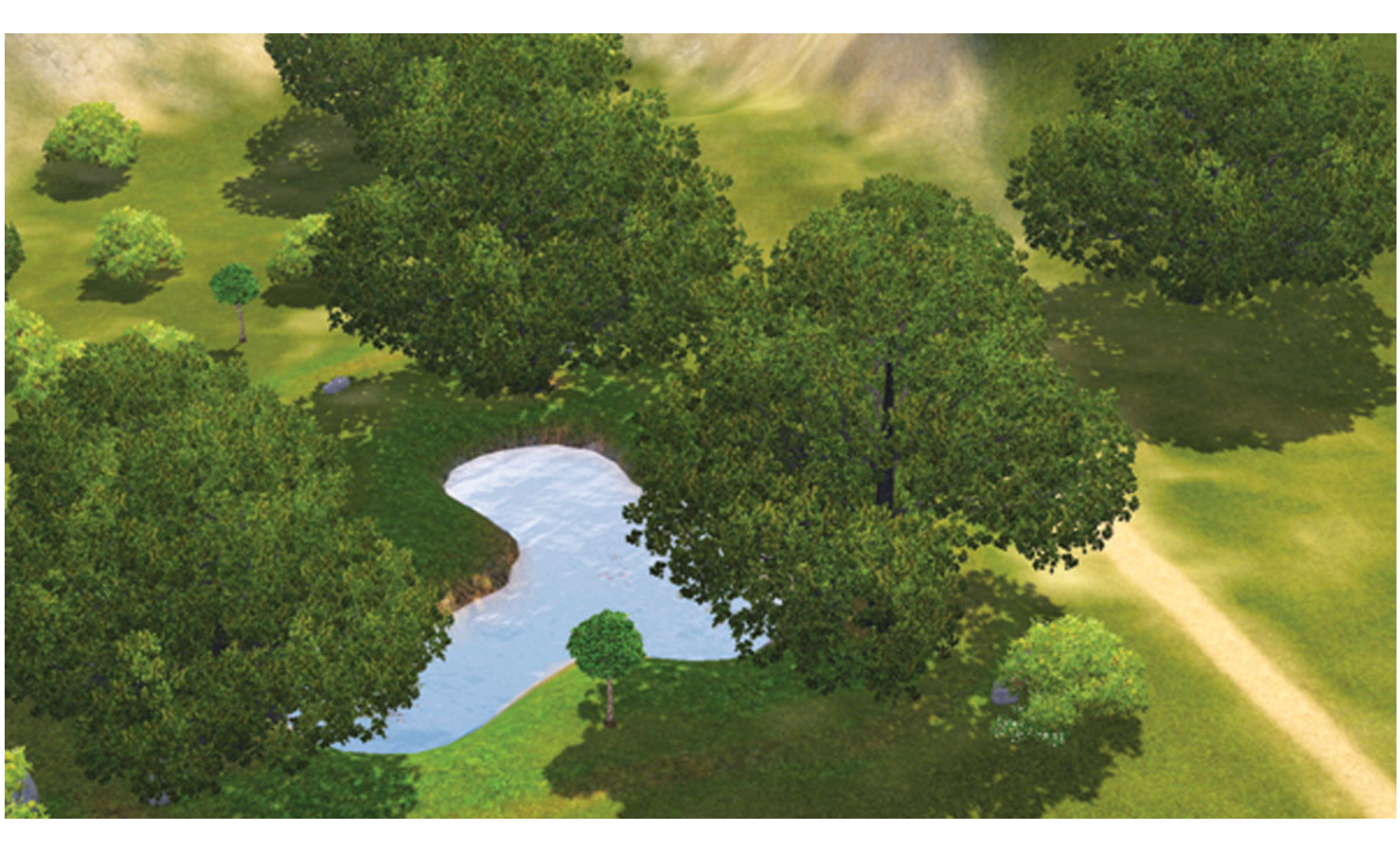


The PowerMax 50x120 is a new piece of exercise equipment available at Delmar Beach and the Weight & Sea Rec Center. You can also buy one of your own for very own for the low introductory price of §150!

This apparatus allows you to perform Chin Ups. Like all exercise equipment, this boosts your Sim's Athletic skill. The higher level your Athletic skill, the better you'll perform.

You can also select different workout tones based on your Sim's Athletic skill level. You also get points toward the Body Builder challenge by using this object. Feel the burn!

La Laguna Park



Address: 357 Hill Trail

Description: A great place to just get away.

Interactions:

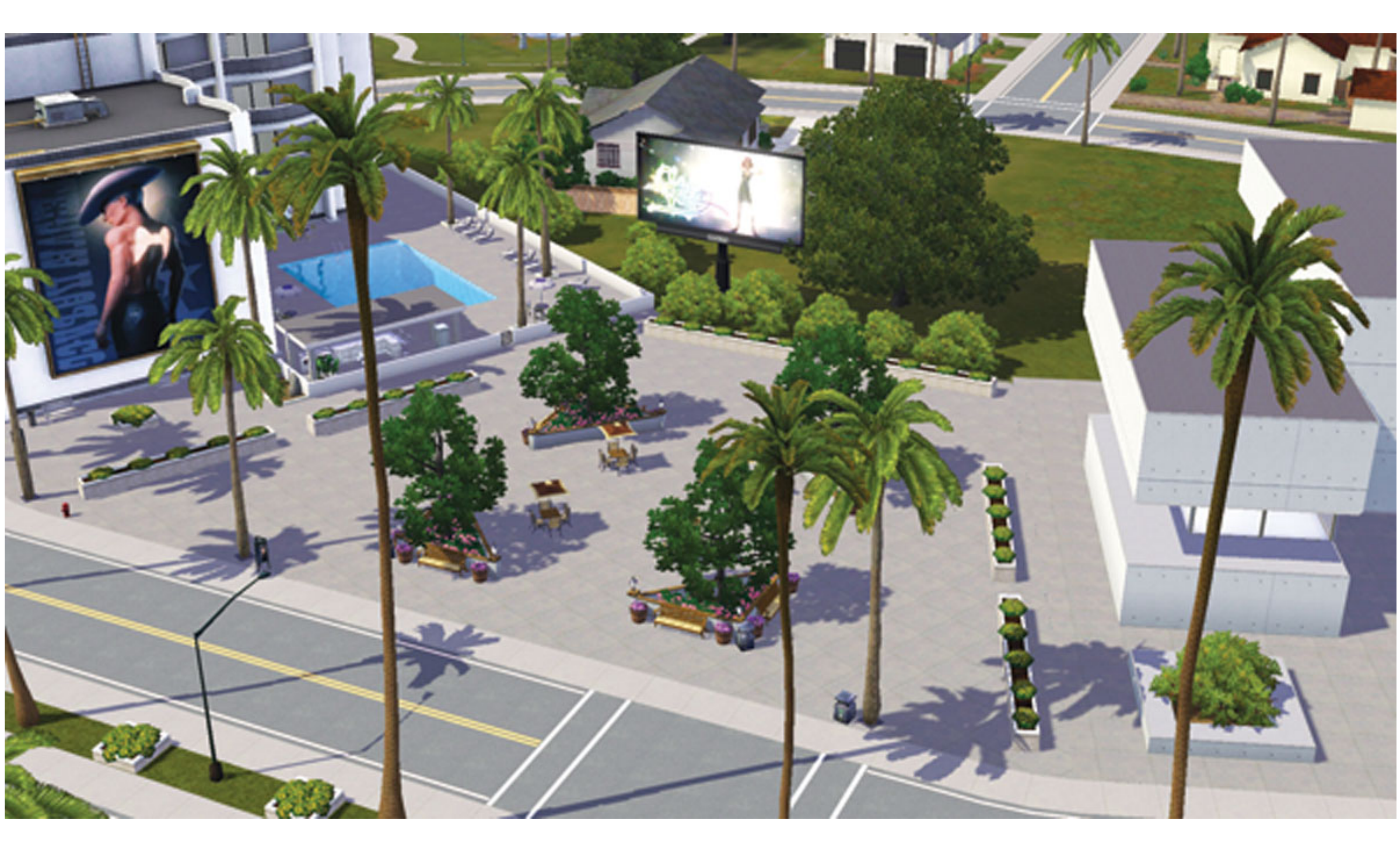
- Fish
- Harvest Fruit/Vegetables

La Laguna Park is an untouched piece of land far from the hustle and bustle of downtown Starlight Shores. While parks like Buckshot Lake and Delmar Beach are multi-use facilities, drawing a wide spectrum of visitors, La Laguna park is largely frequented by fishermen.

The large pond here is home to a variety of fish, making this a popular fishing spot for serious anglers who don't want to be disturbed by large crowds. It's also possible to find a variety of harvestable plants and trees on the pond's periphery, including apple and banana trees.

So if you're looking to get away from it all, including other Sims, La Laguna Park is the perfect place to indulge in nature's bounty.

Starlight Plaza



Address: 35 Los Sueños Strip

Description: Here at the Plaza, you can soak up the sunshine and maybe see a street performer or two.

Interactions:

- Sit
- Nap

Starlight Plaza is a small park nestled between the Urbane Center for the Arts and Los Sueños Private Club.

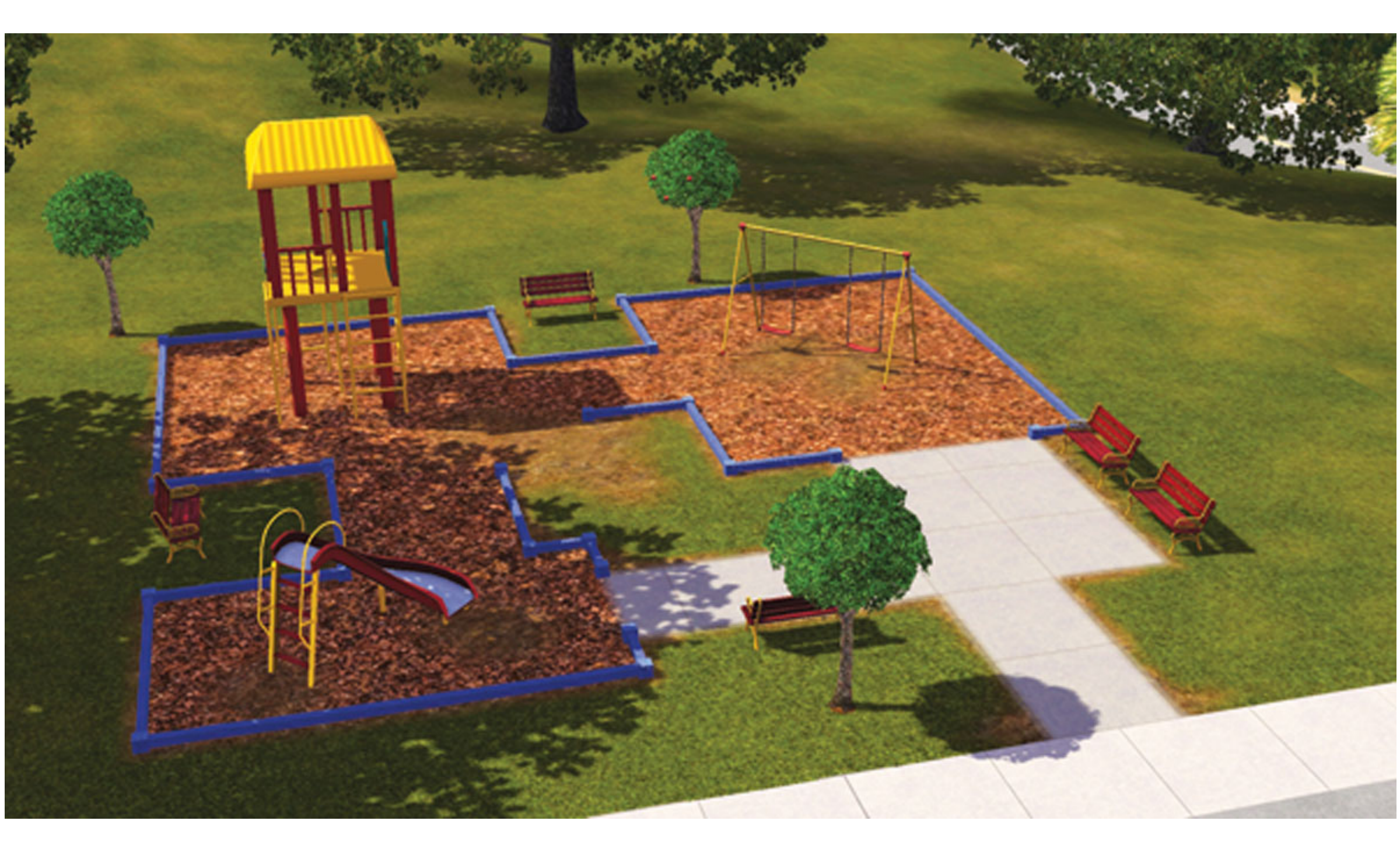
Given the high traffic surroundings, this plaza is a popular place for street performers looking to earn the respect (and pocket change) of their peers. If you're just starting out in a performance career, consider coming here to practice your trade.

Prospective DJs can also hone their skills here among a mostly accepting crowd unafraid to show off their dance moves in public. Aside from the plaza's benches and chairs, there are no interactive objects.

Still, this can be a relaxing place to take the weight off your feet. Or if it's simply too far to reach your home, curl up on one of the benches for a quick nap to recharge.

Late night revelers are often surprised to wake up on one of these benches following a wild night of partying at the nearby Los Sueños Private Club.

Tot Spot Playground



Address: 11 Los Sueños Strip

Description: Climb, jump, slide and swing… the best place to get your kids' wiggles out.

Interactions:

- Play on Playground (children only)
- Hang Out on Playground (teens only)
- Swing

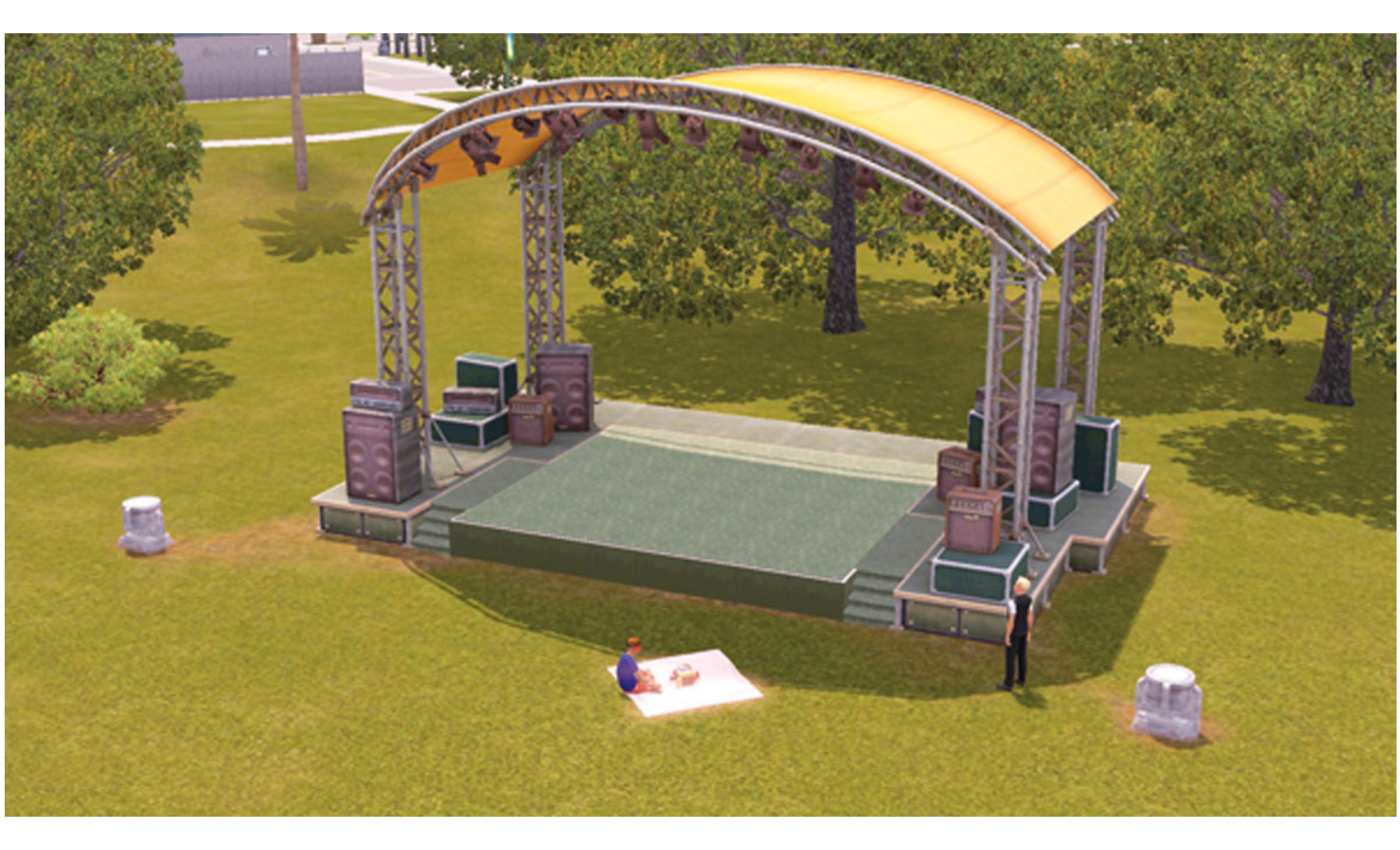
Let's face it. Kids are restless balls of energy. Tot Spot Playground is the perfect (and safe) location to release that energy in positive and playful manner.

Children love coming here to swing, slide, and climb on the playground equipment. Social and introspective teens also find plenty to enjoy here, albeit at a lesser degree than their younger siblings.

While teens may have outgrown some of the equipment, it doesn't stop them from hanging out here, perhaps in a subconscious existential exercise to grasp onto their fading youth.

But this small park isn't just for the young ones. Adults can also have a surprising amount of fun by swinging on the swing set. You're only as old as you feel, so don't be afraid to cut loose and play like children.

Verde Park



Address: 27 Palm Park Ave.

Description: Designed by famed architect Froderick Moleshead, the City Park is a pastoral grove in the center of town.

Interactions:

- Play Dominoes
- Play Chess
- Practice Golf
- Fish
- Watch Show

Verde Park is the centerpiece of Starlight Shores, drawing regular visitors from the surrounding neighborhoods and downtown area.

This massive park is within walking (or jogging) distance of most Sims' homes, making it a frequent community gathering spot for SimFests and other performances hosted on the park's large outdoor stage.

Sim's in performance careers start out here, playing their first gigs on the park's stage at Level 2. But there's much more to do here than take in live shows.

There are two driving range platforms where you can work on perfecting your golf swing, leading to a small increase in Athletic skill. You can also build your Logic skill by playing a game of chess or dominoes.

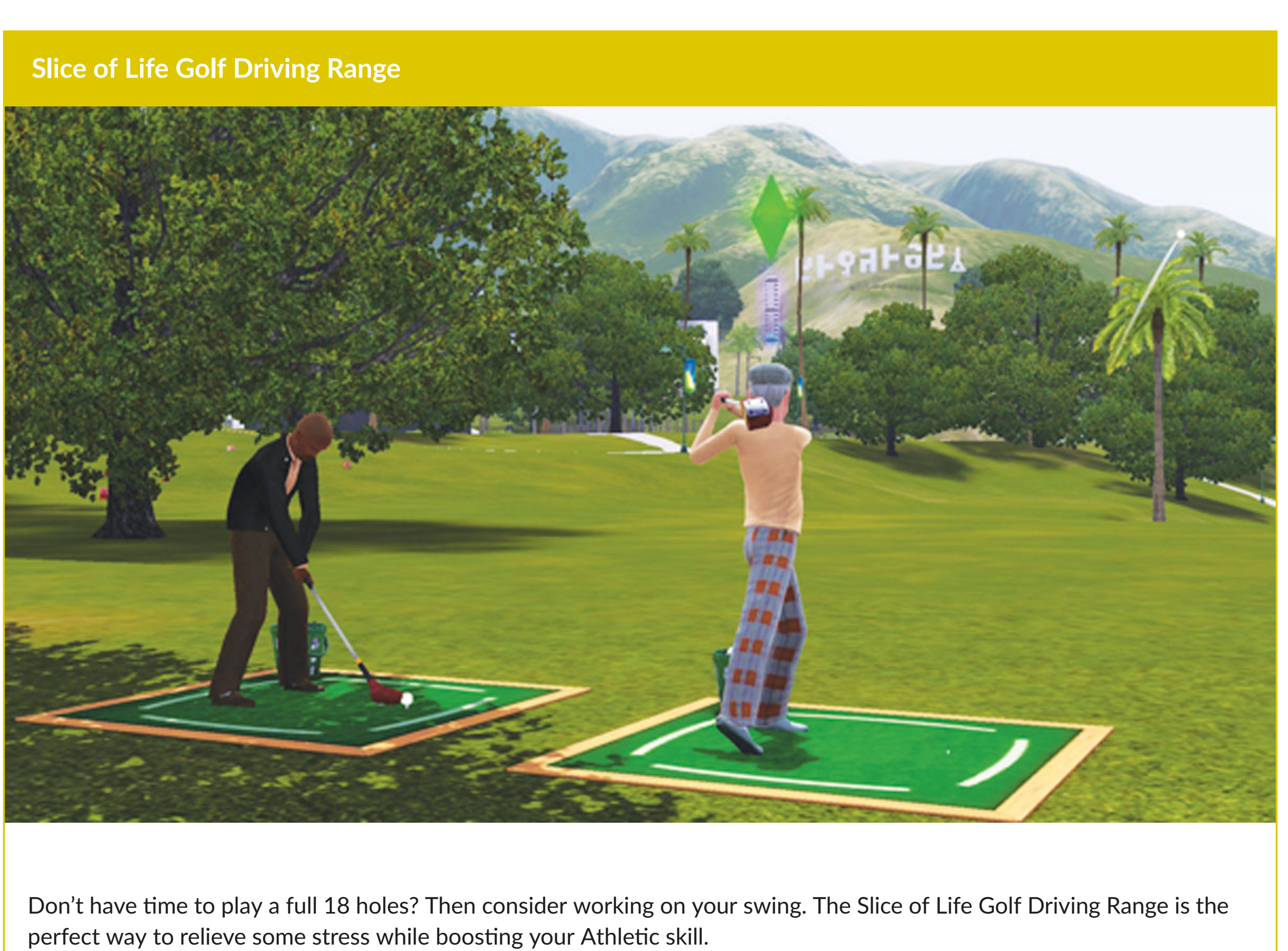
Or if you're looking to catch tonight's dinner, cast into the park's small pond and see what you can fish out. There truly is something for everyone at Verde Park.

Tip

You can usually find red and white picnic blankets set out in front of Verde Park's stage. The baskets in the center of these blankets are a great source for free food.

So if you're hungry before or after a gig, grab a plate from one of these baskets and treat yourself to a free, relaxing meal in the park.

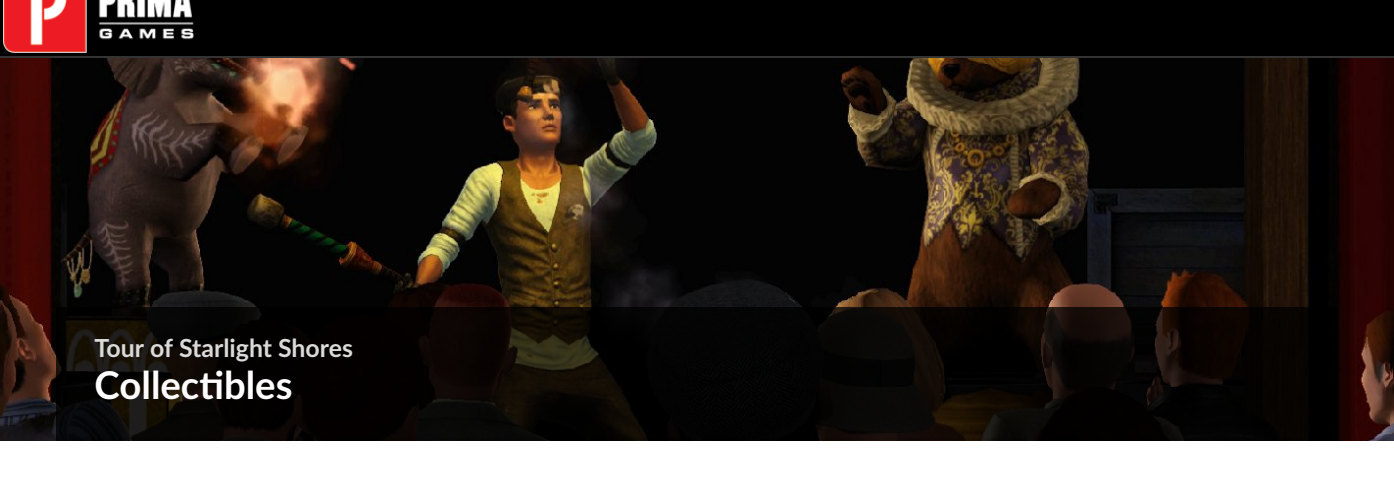
Slice of Life Golf Driving Range



Don't have time to play a full 18 holes? Then consider working on your swing. The Slice of Life Golf Driving Range is the perfect way to relieve some stress while boosting your Athletic skill.

Two of these driving range platforms can be found at Verde Park, not far from the stage. You can also buy your own for §150 and place it on your lot. Interacting with these objects also builds the hidden Golfing skill.

The more you practice, the better your swing gets. Select the Check Records interaction on this object to get a statistical breakdown of your drives, including the distance of your longest drive as well as how many cars you've hit. Oops!



Tour of Starlight Shores

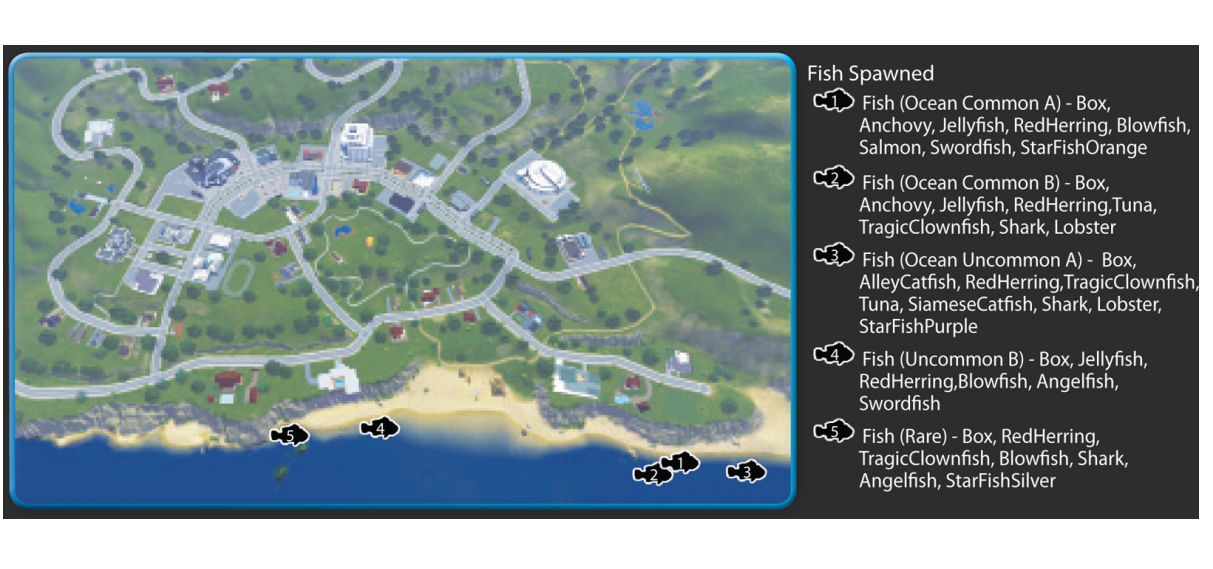
Collectibles

When you're not busy practicing for your next gig, step out into nature and search Starlight Shores for a wide variety of collectibles including fish, insects, gems, metals, meteorites, and seeds.

A randomness factor is involved in collecting. Spawner locations around the town control what collectibles spawn and where. However, there is no way to determine when a particular object will spawn at a location, because these are random occurrences.

The provided maps in this section will help you locate each spawner, but you may have to return to the same location multiple times before you grab that rare insect or gem you seek.

Fish


Fish Spawned
1 Fish (Ocean Common A) - Box, Anchovy, Jellyfish, RedHerring, Blowfish, Salmon, Swordfish, StarFishOrange
2 Fish (Ocean Common B) - Box, Anchovy, Jellyfish, RedHerring,Tuna, TragicClownfish, Shark, Lobster
3 Fish (Ocean Uncommon A) - Box, AlleyCatfish, RedHerring,TragicClownfish, Tuna, SiameseCatfish, Shark, Lobster, StarFishPurple
4 Fish (Uncommon B) - Box, Jellyfish, RedHerring,Blowfish, Angelfish, Swordfish
5 Fish (Rare) - Box, RedHerring, TragicClownfish, Blowfish, Shark, Angelfish, StarFishSilver
5
4
2
1
3

Ocean Fish Spawners

Click here for interactive map

Starlight Shores has four popular fishing spots (not including the ocean) that are perfect for a day of casting away your troubles. Reeling in a big catch and selling it to The Market Basket is a fun and rewarding way to line your pockets with Simoleons.

Sims with the Love the Outdoors trait get a big boost out of fishing, and you can plop a radio next to them to drive that mood even higher—this works for any Sim, not just those with the Loves the Outdoors trait. Fishing is a great stress-reliever too.

Showtime introduces three new Starfish, differentiated by their color and rarity: Orange (common), Purple (uncommon), and Silver (rare).

Starfish live only in saltwater and can be caught by fishing along the coast. Their favorite bait is tofu. Reference the fish spawner map to zero in on their locations and those of other fish.

On rare occasions you will reel in crates filled with random junk. Litterbugs have discarded belongings in lakes and ponds, but at least their refuse is another Sim's treasure.

When you do manage to reel in a crate, there is a good chance it will contain a valuable item, such as World's Brew Bubble Bath or Death Flower. If you're really lucky, the crate will contain a magic gnome!

Fish

THE SIMS 3

Fish	Skill Level Req.	Commonality	Locations Found	Preferred Bait
Minnow	0	Common	Freshwater, Saltwater	Apple
Anchovy	0	Common	Saltwater	Tomato
Goldfish	1	Common	Freshwater	Lettuce
Alley Catfish	1	Uncommon	Freshwater, Saltwater	Cheese
Jellyfish	2	Common	Saltwater	Grapes
Rainbow Trout	2	Common	Freshwater	Egg
Red Herring	3	Common	Freshwater, Saltwater	Hot Dogs
Tuna	3	Common	Saltwater	Onion
Piranha	4	Uncommon	Freshwater	Watermelon
Tragic Clownfish	4	Uncommon	Freshwater, Saltwater	Bell Pepper
Siamese Catfish	5	Common	Freshwater, Saltwater	Minnow
Blowfish	5	Uncommon	Saltwater	Potato
Salmon	6	Common	Saltwater	Lime
Black Goldfish	6	Common	Freshwater	Goldfish
Shark	7	Uncommon	Freshwater, Saltwater	Red Herring
Swordfish	7	Common	Saltwater	Anchovy
Angelfish	8	Uncommon	Freshwater, Saltwater	Alley Catfish
Vampire Fish	8	Rare	Water near Graveyard	Garlic
Robot Fish	9	Rare	Water near Science Facility	Piranha
Lobster	9	Common	Freshwater, Saltwater	Tuna
Deathfish	10	Rare	Water near Graveyard	Angelfish

WORLD ADVENTURES

Fish	Skill Level Req.	Commonality	Locations Found	Preferred Bait
Crocodile	4	Uncommon	Egypt	Siamese Catfish
Mummy Fish	8	Rare	Egypt	Pomegranate
Frogs	0	Common	France	Cherimola Blanc Grape
Snails	3	Uncommon	France	Renoit Grape
Crawfish	5	Uncommon	France	Frogs
Doitsu Koi	0	Common	China	Pomelo
Kawarimono Koi	3	Common	China	Plum
Ochiba Koi	5	Uncommon	China	Pomelo
Tancho Koi	7	Uncommon	China	Plum
Dragon Fish	9	Rare	China	Tancho Koi

LATE NIGHT

Fish	Skill Level Req.	Commonality	Locations Found	Preferred Bait
Sea Sludge	0	Common	Freshwater, Saltwater	Hot Dogs
Kissing Gourami	4	Common	Freshwater, Saltwater	Goldfish
Sewer Trilobite	6	Common	Freshwater, Saltwater	Minnow

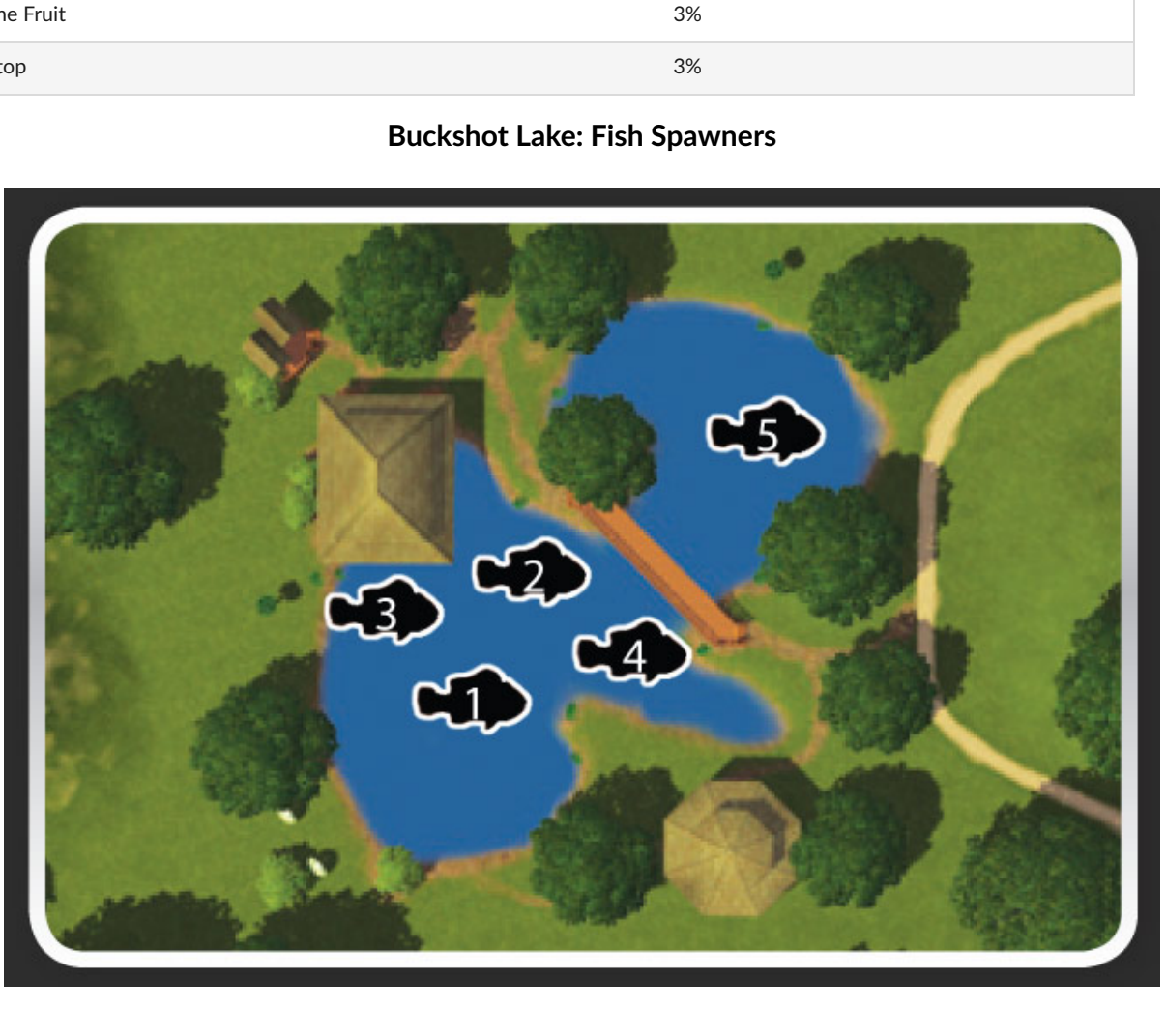
SHOWTIME

Fish	Skill Level Req.	Commonality	Locations Found	Preferred Bait
Orange Starfish	1	Common	Saltwater	Tofu
Purple Starfish	5	Uncommon	Saltwater	Tofu
Silver Starfish	10	Rare	Saltwater	Tofu

Crates

Crate Item	Chance of Finding
Rubber Ducky	20%
Birthday Cake	16%
Bubble Bath	16%
Mood-Lite Candle	16%
Guitar	10%
Mysterious Mr. Gnome	6%
Money Tree Seed	5%
Death Flower	3%
Flame Fruit	3%
Laptop	3%

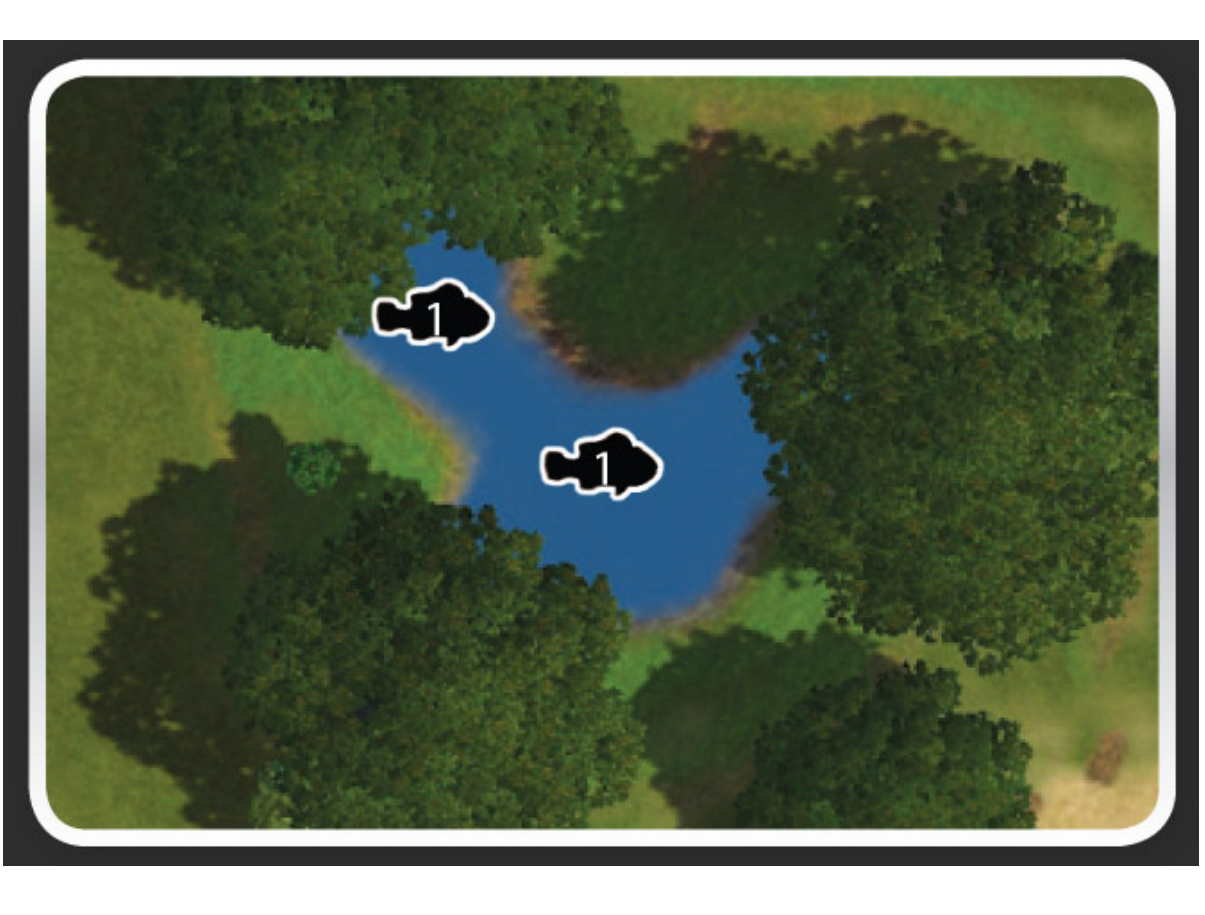
Buckshot Lake: Fish Spawners



Fish Spawned

1	Fish (Lake Common A) - None,Box, Minnow, Goldfish, RainbowTrout, RedHerring,SiameseCatfish, BlackGoldfish
2	Fish (Robot) - Box, RedHerring, BlackGoldfish, VampireFish, RobotFish
3	Fish (Lake Uncommon A) - Box, Goldfish, RainbowTrout, RedHerring,Piranha, Shark, Lobster
4	Fish (Lake Uncommon B) - Box, AlleyCatfish, RainbowTrout, RedHerring,Salmon, Angelfish
5	Fish (Lake Rare) - Box,RedHerring, Piranha, BlackGoldfish, Shark, Angelfish, Vampirefish, Lobster

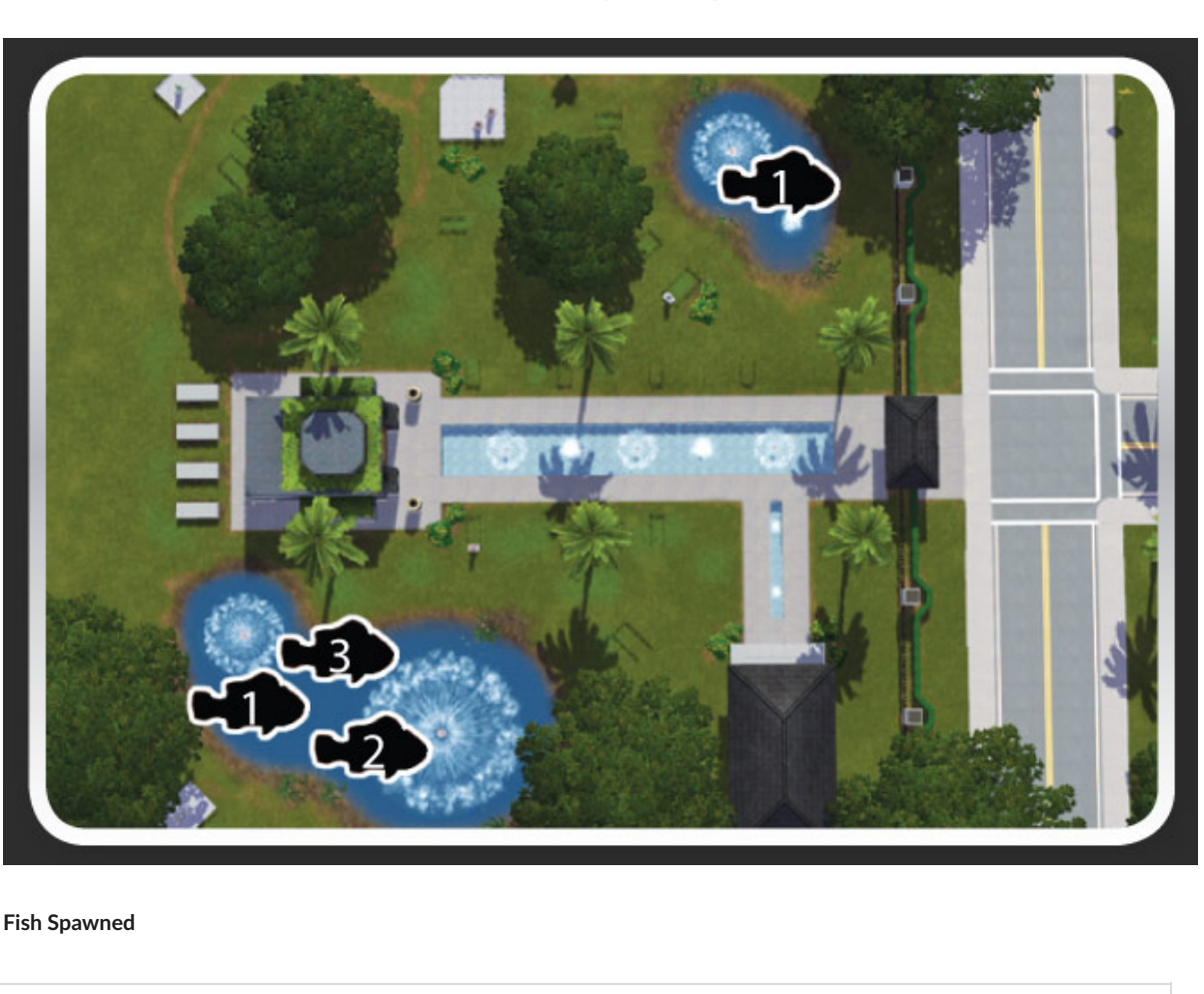
La Laguna Park: Fish Spawners



Fish Spawned

1	Fish (Lake Common A) - Box, Minnow, Goldfish, RainbowTrout, RedHerring,SiameseCatfish, BlackGoldfish

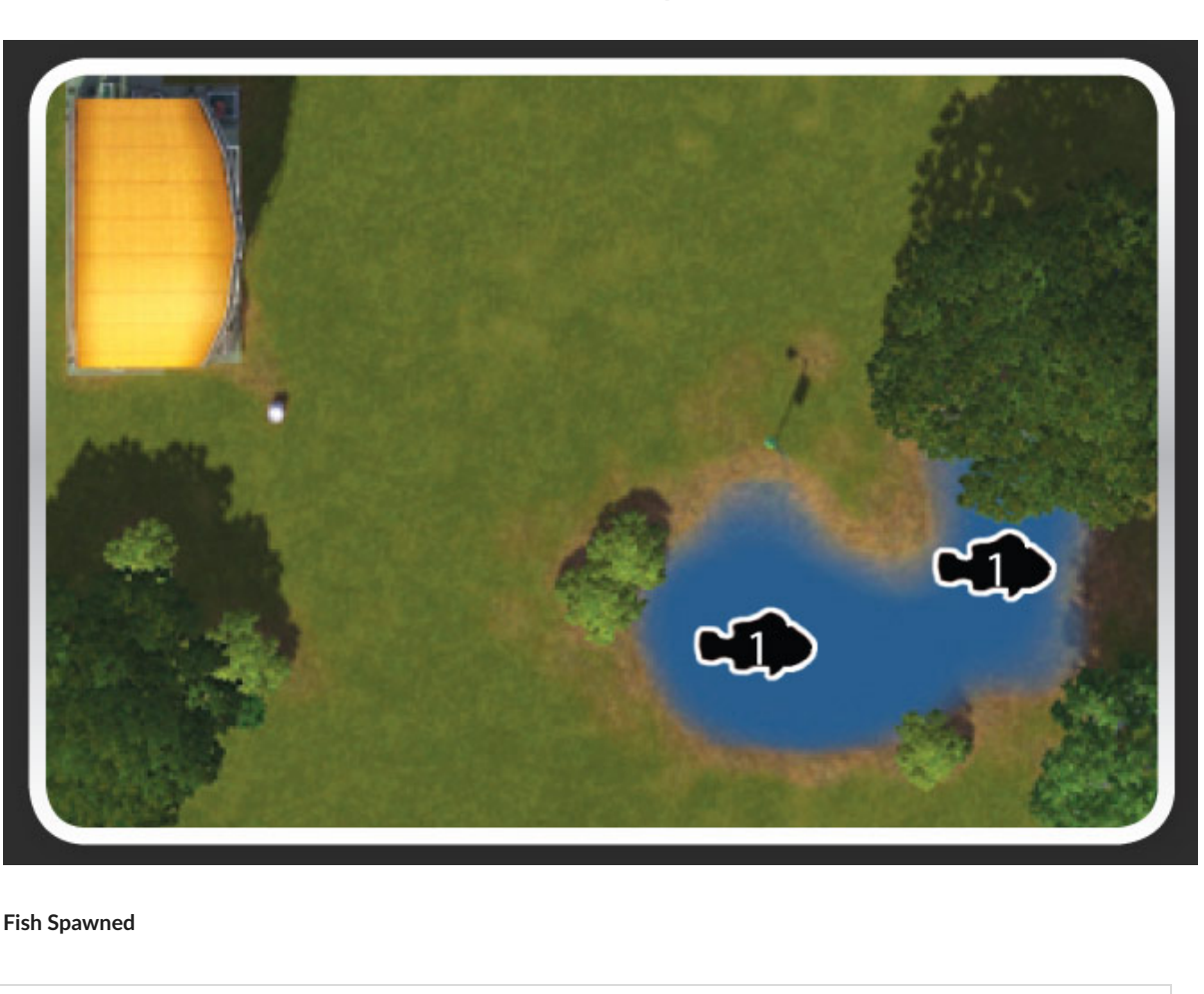
Lidview Cemetery: Fish Spawners



Fish Spawned

1	Fish (Lake Common A) - Box, Minnow, Goldfish, RainbowTrout, RedHerring,SiameseCatfish, BlackGoldfish
2	Fish (deathfish) - Box,RedHerring, VampireFish
3	Fish (Lake Uncommon A) - Box, Goldfish, RainbowTrout, RedHerring,Piranha, Shark, Lobster

Verde Park: Fish Spawners



Fish Spawned

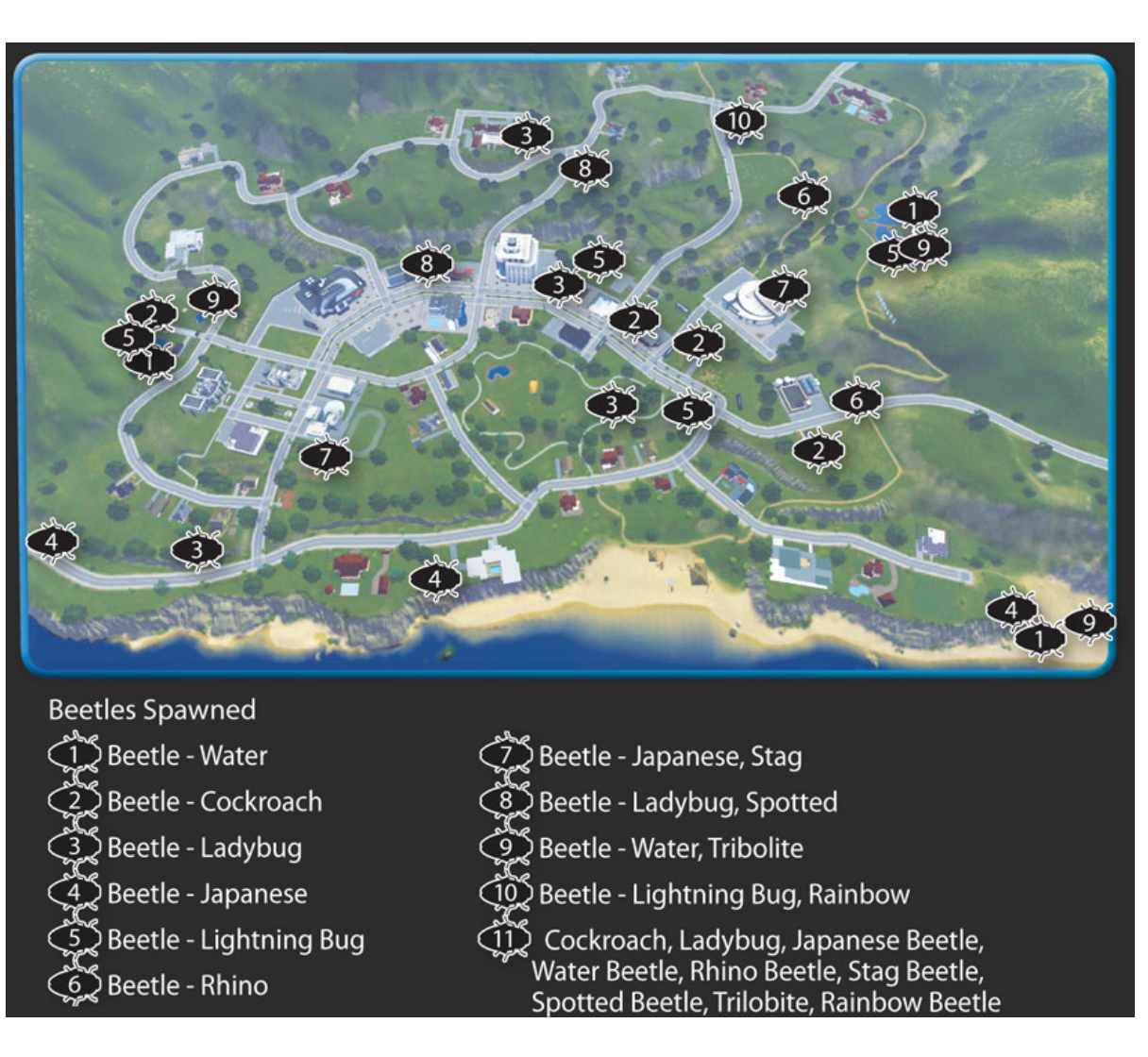
1	Fish (Lake Common A) - Box, Minnow, Goldfish, RainbowTrout, RedHerring,SiameseCatfish, BlackGoldfish

Insects

There are now three types of collectible insects: beetles, butterflies, and glow bugs. Insects can be sold at the science facility for cash or placed in terrariums to decorate your lot.

Sims love to have a pretty collection of insects around, so consider the environment effects before trading these finds for Simoleons.

Beetles


Beetles Spawned
1 Beetle - Water
2 Beetle - Cockroach
3 Beetle - Ladybug
4 Beetle - Japanese
5 Beetle - Lightning Bug
6 Beetle - Rhino
7 Beetle - Japanese, Stag
8 Beetle - Ladybug, Spotted
9 Beetle - Water, Tribolite
10 Beetle - Lightning Bug, Rainbow
11 Cockroach, Ladybug, Japanese Beetle, Water Beetle, Rhino Beetle, Stag Beetle, Spotted Beetle, Trilobite, Rainbow Beetle

Click here for interactive map

Watch your step! Beetles scurry around underfoot all around Starlight Shores. All beetles can be sold at the science lab.

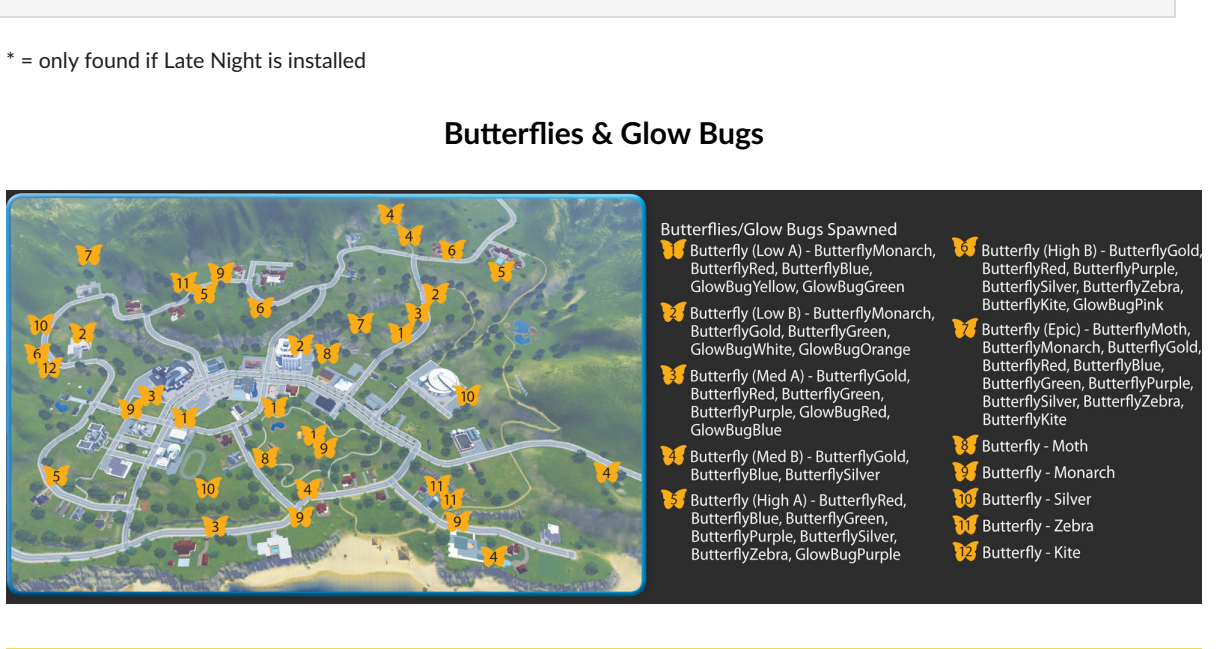
But remember, even beetles can beautify your lot, so consider that before parting with them. Generally, the more Simoleons they'd bring in, the more they'd beautify your lot.

Beetle Values

Beetle	Rarity	Base Value
Cockroach	Common	§1
Termite*	Common	§5
Ladybug	Common	§10
Spider*	Common	§15
Japanese	Common	§15
Water	Common	§30
Light	Uncommon	§40
Rhino	Uncommon	§90
Stag	Uncommon	§175
Spotted	Rare	§400
Trilobite	Rare	§750
Rainbow	Extraordinarily Rare	§1,400

* = only found if Late Night is installed

Butterflies & Glow Bugs


Butterflies/Glow Bugs Spawned
1 Butterfly (Low A) - ButterflyMonarch, ButterflyRed, ButterflyBlue, GlowBugYellow, GlowBugGreen
2 Butterfly (Low B) - ButterflyMonarch, ButterflyGold, ButterflyGreen, GlowBugWhite, GlowBugOrange
3 Butterfly (Med A) - ButterflyGold, ButterflyRed, ButterflyGreen, ButterflyPurple, GlowBugRed, GlowBugBlue
4 Butterfly (Med B) - ButterflyGold, ButterflyBlue, ButterflySilver
5 Butterfly (High A) - ButterflyRed, ButterflyBlue, ButterflyGreen, ButterflyPurple, ButterflySilver, ButterflyZebra, GlowBugPurple
6 Butterfly (High B) - ButterflyGold, ButterflyRed, ButterflyPurple, ButterflySilver, ButterflyZebra, ButterflyKite, GlowBugPink
7 Butterfly (Epic) - ButterflyMoth, ButterflyMonarch, ButterflyGold, ButterflyRed, ButterflyBlue, ButterflyGreen, ButterflyPurple, ButterflySilver, ButterflyZebra, ButterflyKite
8 Butterfly - Moth
9 Butterfly - Monarch
10 Butterfly - Silver
11 Butterfly - Zebra
12 Butterfly - Kite

Click here for interactive map

Butterflies flit around the Starlight Shores, filling the air with splashes of color. Like beetles there are many different varieties, each with a different value to the science facility or to beautify your lot.

Glow bugs are new to Showtime and appear at night at the same spawners as butterflies.

Butterfly Values

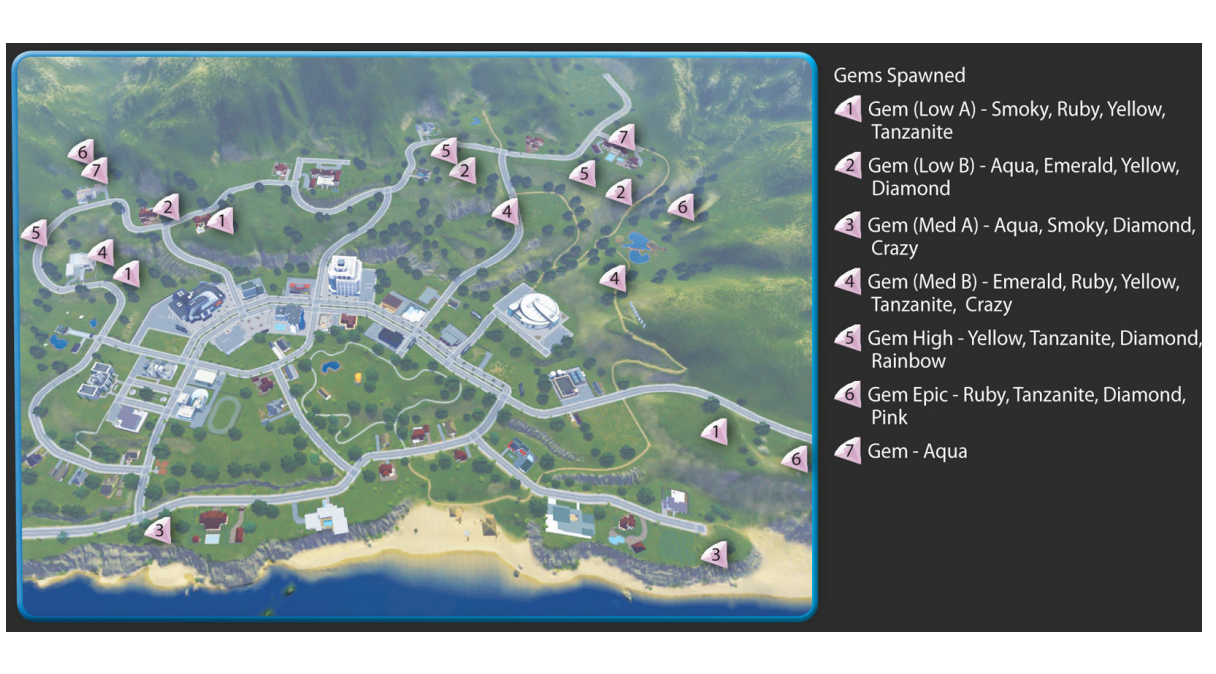
Butterfly	Rarity	Base Value
Moth	Common	§5
Monarch	Common	§10
Zephyr Metalmark	Common	§25
Red Admiral	Common	§35
Mission Blue	Uncommon	§50
Will O' Wisp Green*	Uncommon	§80
Green Swallowtail	Uncommon	§90
Royal Purple Butterfly	Uncommon	§150
Will O' Wisp Blue*	Rare	§250
Silver-Spotted Skipper	Rare	§325
Zebra Butterfly	Rare	§650
Will O' Wisp Pink*	Rare	§820
Rainbow Butterfly	Extraordinarily Rare	§1,080

* = only found if Ambitions is installed

Glow Bug Values

Glow Bug	Rarity	Base Value
Yellow	Common	§10
White	Common	§10
Green	Common	§15
Orange	Common	§20
Blue	Uncommon	§80
Red	Uncommon	§120
Pink	Rare	§300
Purple	Rare	§450

Gems


Gems Spawned
1 Gem (Low A) - Smoky, Ruby, Yellow, Tanzanite
2 Gem (Low B) - Aqua, Emerald, Yellow, Diamond
3 Gem (Med A) - Aqua, Smoky, Diamond, Crazy
4 Gem (Med B) - Emerald, Ruby, Yellow, Tanzanite, Crazy
5 Gem High - Yellow, Tanzanite, Diamond, Rainbow
6 Gem Epic - Ruby, Tanzanite, Diamond, Pink
7 Gem - Aqua

Click here for interactive map

Don't just walk by the rocks you see on the ground. Upon closer inspection your Sim will discover that some of them are actually gems. However, gems require an extra step.

You must send them away to be cut into beautiful stones, which increase their value. You must pay to have a gem cut.

To have a gem cut, use the interaction on the mailbox or the gem itself. The more cuts you have made, the more become available, and the more money you can earn from the better cuts.

Gems

Gem	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Weight
Blue Topaz	1	105	§9	§21
Smoky Quartz	1	105	§15	§25
Emerald	1	105	§20	§30
Ruby	1	105	§25	§35
Smithsonite*	1	105	§31	§71
Yellow Sapphire	1	105	§35	§60
Tanzanite	1	105	§65	§95
Diamond	1	105	§100	§200
Vampire's Eye*	1	105	§220	§375
Rainbow Gem	1	105	§450	§700
Luminorious Gem	1	105	§150	§350
Pink Diamond	1	105	§1,200	§1,650

* = only found if Late Night is installed

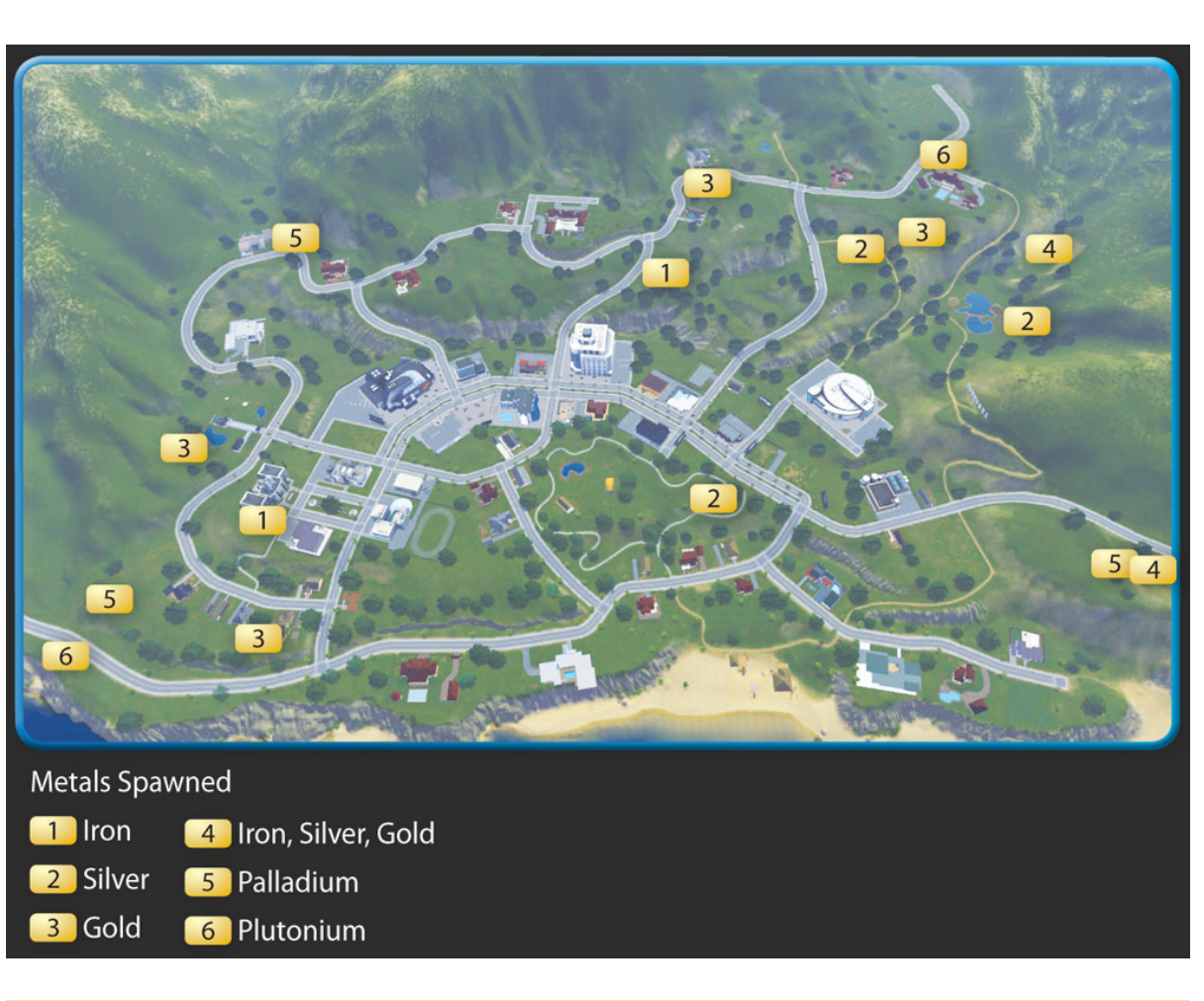
Gem Cuts

Gem Cut	Available After # Cuts	Value Multiplier	Cost of Cut
Emerald	0	1.25	§10
Sculptor's Egg	0	§3	§175
Oval	4	1.5	§20
Pear	8	1.75	§35
Plumbbob	16	2	§50
Marquis	30	2.3	§75
Crystalball	45	2.6	§100
Brilliant	60	3.5	§250
Heart	Collect 10 different types of gem	5	§1,000

Note

Woohooium and Flourite Palmstone were introduced in Ambitions, but they are only found as part of the sculpting process.

Metals



Click here for interactive map

Sims can collect five different kinds of precious metals: iron, silver, gold, palladium, and plutonium. However, when you pick them up, they are still in ore form.

These metals must be smelted to make them valuable—and pretty. To turn ore into ingots, just send them away in your mailbox.

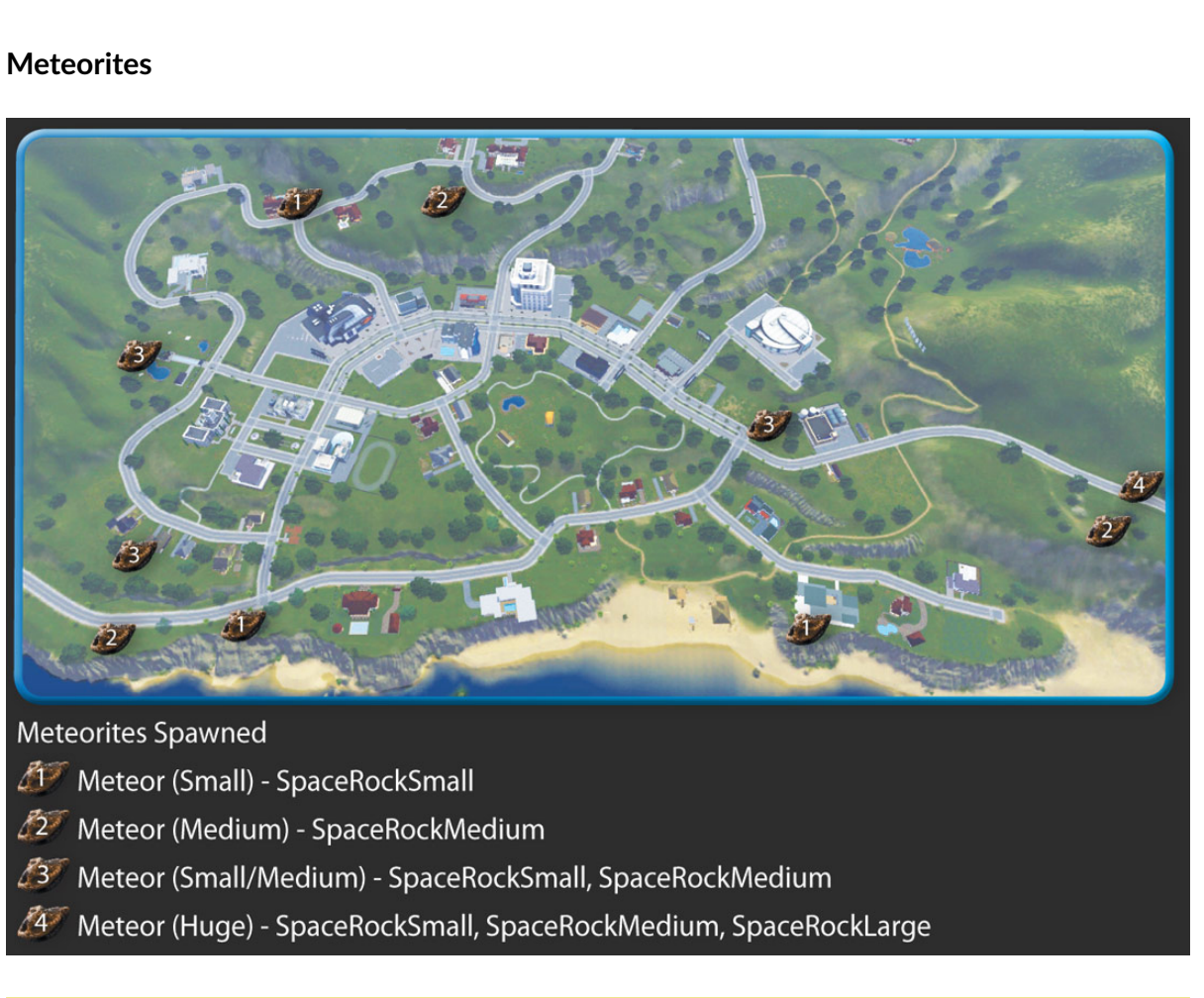
When the ingot comes back, the value has improved by up to 75 percent. That's quite a boost for the §40 smelting fee.

Metal Values

Metal Ore	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Weight
Iron	1	52	§7	§20
Silver	1	52	§25	§35
Tungsten Carbide*	100	1095	§35	§70
Gold	1	52	§40	§120
Carbon Steel*	100	1095	§120	§300
Palladium	80	300	§300	§500
Plutonium	0.1	5	§1,000	§1,800
Diamond	1	105	§100	§200

* = only found if Late Night is installed

Meteorites


Meteorites Spawned
1 Meteor (Small) - SpaceRockSmall
2 Meteor (Medium) - SpaceRockMedium
3 Meteor (Small/Medium) - SpaceRockSmall, SpaceRockMedium
4 Meteor (Huge) - SpaceRockSmall, SpaceRockMedium, SpaceRockLarge

Click here for interactive map

Not every rock found in Starlight Shores is from this planet. Some are meteorites that streaked down from space and crashed in the borders of this fine city.

These rocks can be worth some serious Simoleons. There are three sizes: small, large, and huge.

Meteorite Values

Meteorite	Min. Weight	Max. Weight	Value of Min. Weight	Value of Max. Weight
Small	1	65	§10	§30
Large	100	1050	§50	§200
Huge	50000	1,001,000	§2,000	§4,500

Meteorites can be worth quite a bit of money, but there is a degree of risk involved when you analyze a meteorite to determine what it is. Sometimes the raw value of a meteorite is greater than what it's worth once it has been identified.

For example, if analysis reveals that your meteorite is Ordinary Chondrite, the meteorite is now only worth half of its previous value. After analyzing it, there is no way to reverse the process, so you might be stuck with a less valuable space rock.

Here is a list of all the possible results of analysis and the value multipliers of such discoveries:

Meteorite Value Multipliers

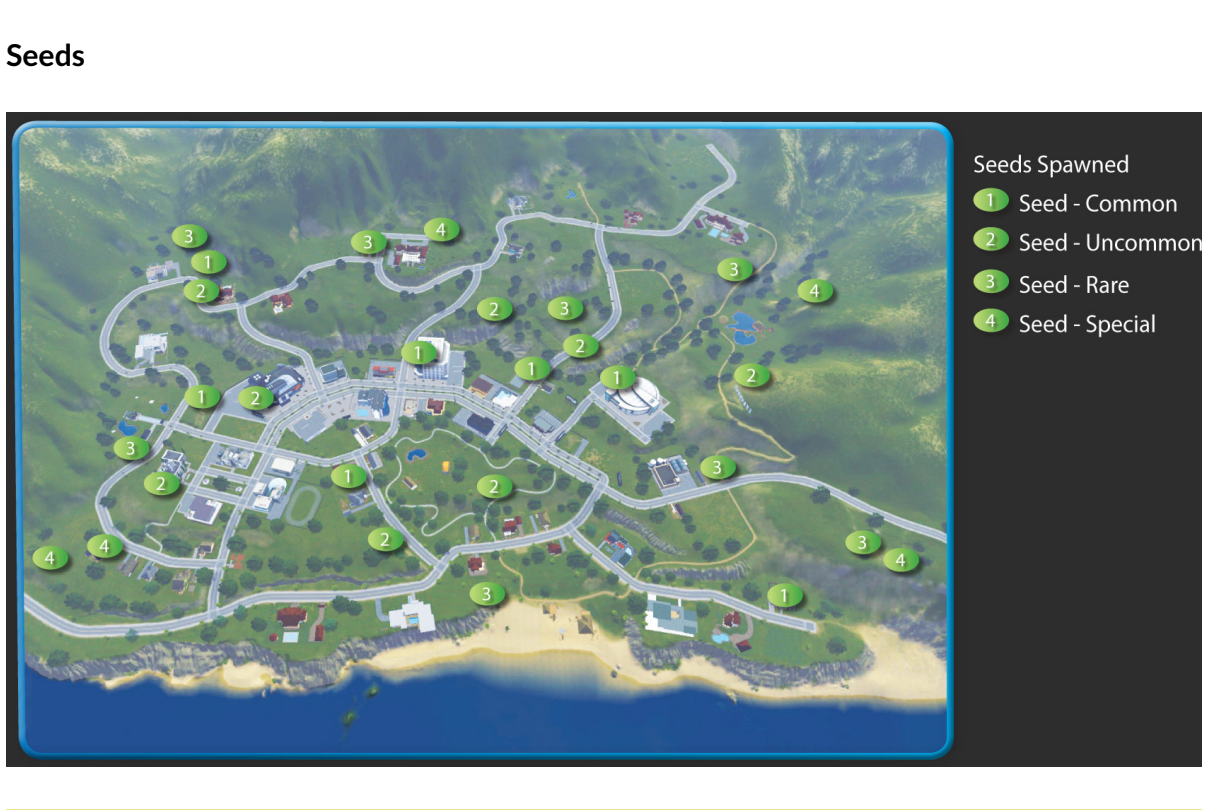
Meteorite	Value Multiplier
Ordinary Chondrite	0.5
Howardite	0.7
Acapulcoite	0.7
Eucrite	0.8
Lodranite	0.8
Diogenite	0.9
Ureilite	0.9
Shergottite	1
Angrite	1
Nakhlite	1.1
Chassignite	1.2
Brachinite	1.2
Lunar	1.3
Winonaite	1.3
Aubrite	1.4
Ataxite	1.5
Hexahedrite	1.6
Unusual Bellacite	1.6
Unusual Sporecite	1.7
Kamasite	1.75
Octahedrite	1.8
Unusual Holmberic	1.8
Unusual Custerous Gossticite	1.9
Unusual Rodiekceous	2
Unusual Llamatite	2
Unusual Mazzadrayte	2.1
Unusual Pearsonite	2.1
Unusual Dukeadite	2.2
Rumurutite	3
Pallasite	4
Carbonaceous Chondrite	5
Enstatite Chondrite	6
Mesosiderite	10

Caution

You find most meteorites on the ground, but there may still be some up in the air, hurtling toward Starlight Shores.

So if you hear ominous music and a shadow appears around your Sim, get out of the way! This is the sign of an incoming meteorite. If you're still inside the meteorite's shadow when it strikes, your Sim will die.

Seeds



Click here for interactive map

A variety of seeds can also be collected during your adventures through Starlight Shores, including seeds for the brand new banana tree. You can also find seed introduced from previously installed expansion packs.

Seeds can be planted to produce a specific plant. Seeds appear at random spots scattered throughout town. Each seed is categorized by its rarity.

There are four classifications for seeds: common, uncommon, rare, and special. Study the accompanying map and chart find where different seeds spawn.

Seeds

THE SIMS 3

Seed	Plant Name	Rarity
Watermelon Seed	Watermelon Vine	Uncommon
Lime Seed	Lime Tree	Uncommon
Bell Pepper Seed	Bell Pepper Plant	Rare
Garlic Seed	Garlic Plant	Rare
Death Flower Seed	Death Flower Bush	Special
Money Tree Seed	Money Tree	Special
Life Fruit Seed	Life Plant	Special
Flame Plant Seed	Flame Plant	Special
Omni Plant Seed	Omni Plant	Special
Egg Seed	Egg Plant	Special
Cheese Seed	Cheese Plant	Special
Burger Seed	Burger Plant	Special
Steak Seed	Steak Plant	Special

WORLD ADVENTURES

Seed	Plant Name	Rarity
Grape Seed Char	Grape Vine Char	Common
Grape Seed Mer	Grape Vine Mer	Common
Grape Seed Blanc	Grape Vine Blanc	Uncommon
Grape Seed Blue	Grape Vine Blue	Uncommon
Grape Seed Cab	Grape Vine Cab	Rare
Grape Seed Pin	Grape Vine Pin	Rare
Pomegranate Seed	Pomegranate Tree	Uncommon
Plum Seed	Plum Tree	Uncommon
Pomelo Seed	Pomelo Tree	Rare
Cherry Seed	Cherry Tree	Rare

AMBITIONS

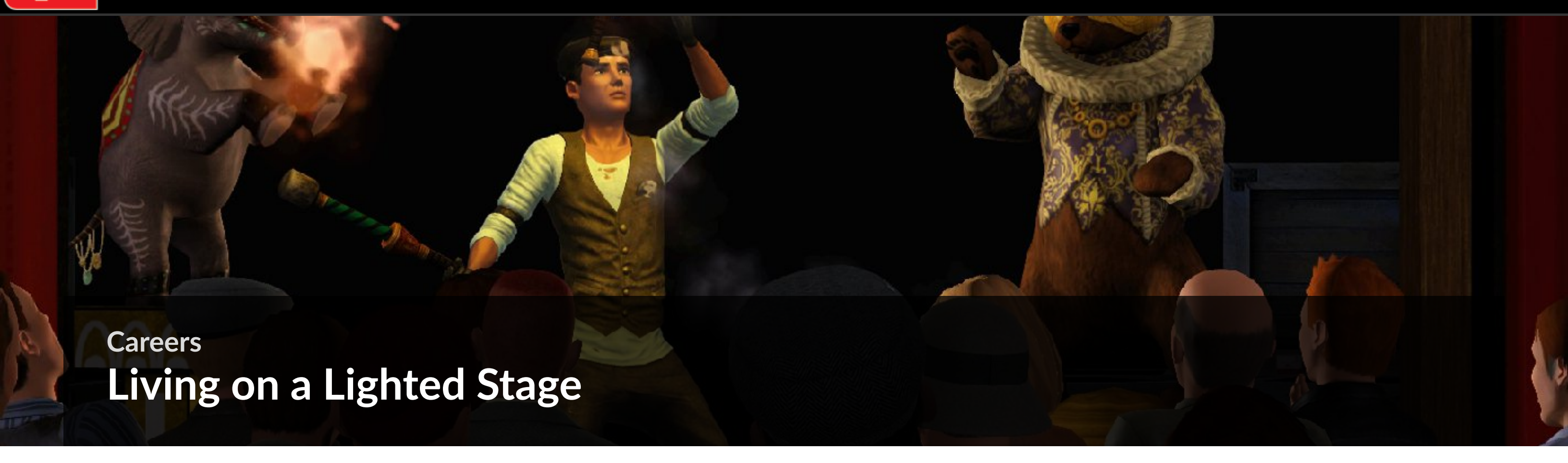
Seed	Plant Name	Rarity
Vampire Plant Seed	Vampire Plant	Special

PETS

Seed	Plant Name	Rarity
Carrot Plant Seed	Carrot Plant	Uncommon

SHOWTIME

Seed	Plant Name	Rarity
Banana Tree Seed	Banana Tree	Rare



Careers

Living on a Lighted Stage

What could be better than basking in the warm glow of stage lights while an adoring crowd of fans watches your every move? This is the universal dream of performers everywhere.

The new performance careers offered in *Showtime* give your Sims the opportunity to make this dream a reality. But fame and fortune don't come easily.

The performance careers are some of the most demanding jobs available. Do you have what it takes to become Starlight Shores' next superstar?

Household Considerations

Life on stage is demanding, but don't neglect your Sim's social life. Parties are a great way to reconnect with friends and salvage faltering relationships.

Before you jump head first into your new career, you should take a few things into consideration. Succeeding in a performance career requires some careful monitoring, making it tough to juggle the needs of a large household.

It takes some serious hands-on commitment to guide your Sims through the various stages of their performance careers.

This includes building their necessary skills and talents as well as controlling their individual onstage performances. As a result, you may find yourself carefully watching your performer Sim while neglecting other members of the household.

It might be tough to juggle the needs of a large household, especially if you are a beginner.

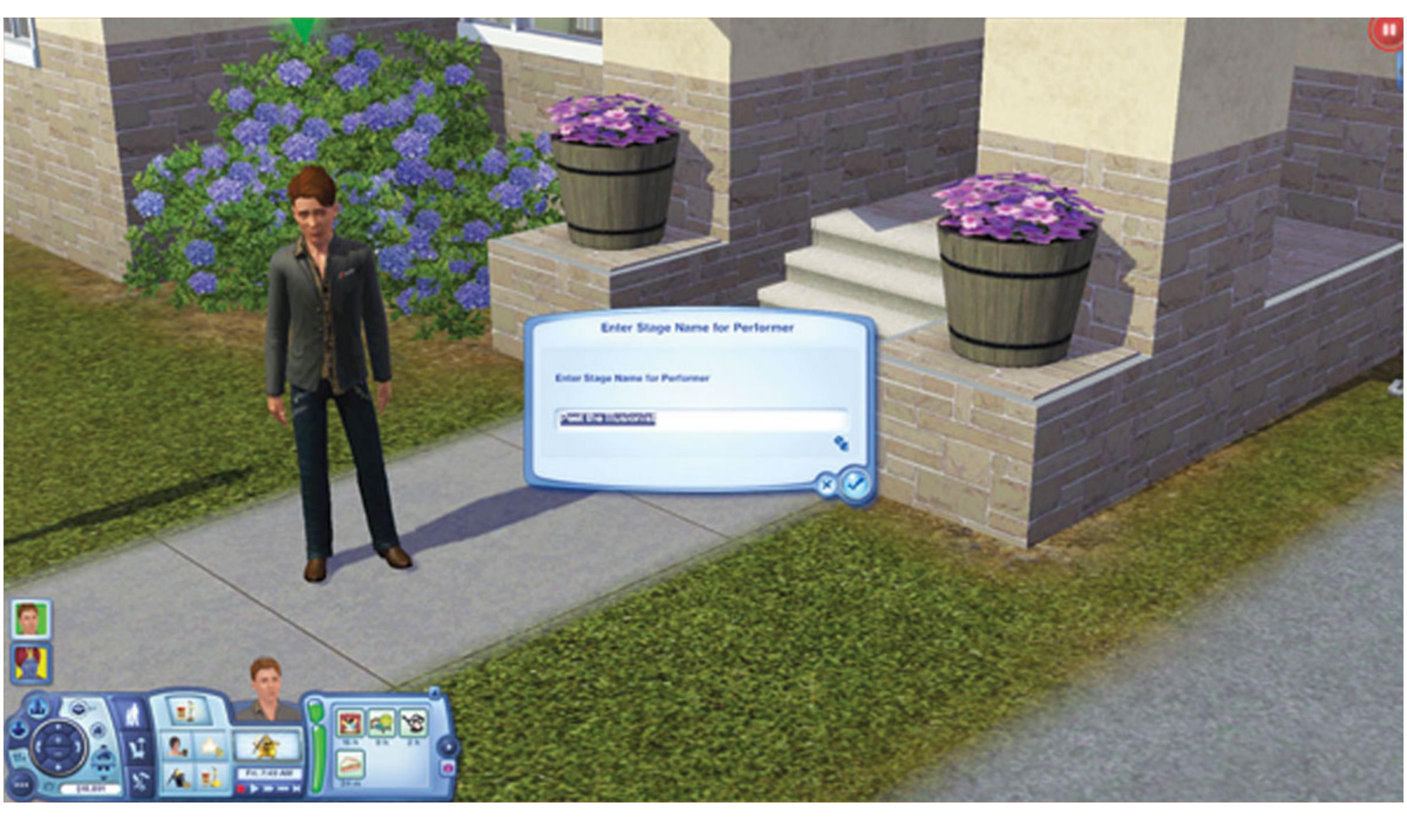
Your performance Sim could live alone, but having a spouse or roommate with a regular job is good way to support a performer Sim during the lean years, when income is scant and unpredictable.

Besides, Sims with the new Diva or Social Butterfly traits require constant social interaction. And don't forget, your Sim can't go on tour with the SimPort feature if they are the only member of the household.

Note

Although you can book gigs seven days a week, consider giving yourself some time off to pursue other interests. As a performer you have the freedom to work as much or as little as you like.

Stage Name


Enter Stage Name for Performer
Enter Stage Name for Performer

Don't like your stage name? You can change it at any time with a self interaction.

When you first enter a performance career, you must choose a stage name. This is the name your Sim will be known as professionally when performing. You can type in your own stage name (limited to 27 characters) or have one randomly generated for you by choosing the Randomize Name option.

At any time during your career, you can change your stage name with the Change Stage Name self interaction. This is your chance to be creative, so choose a name that matches your career. Your stage name will be seen by friends when you go on tour through SimPort, so be careful— you wouldn't want to embarrass yourself, would you?

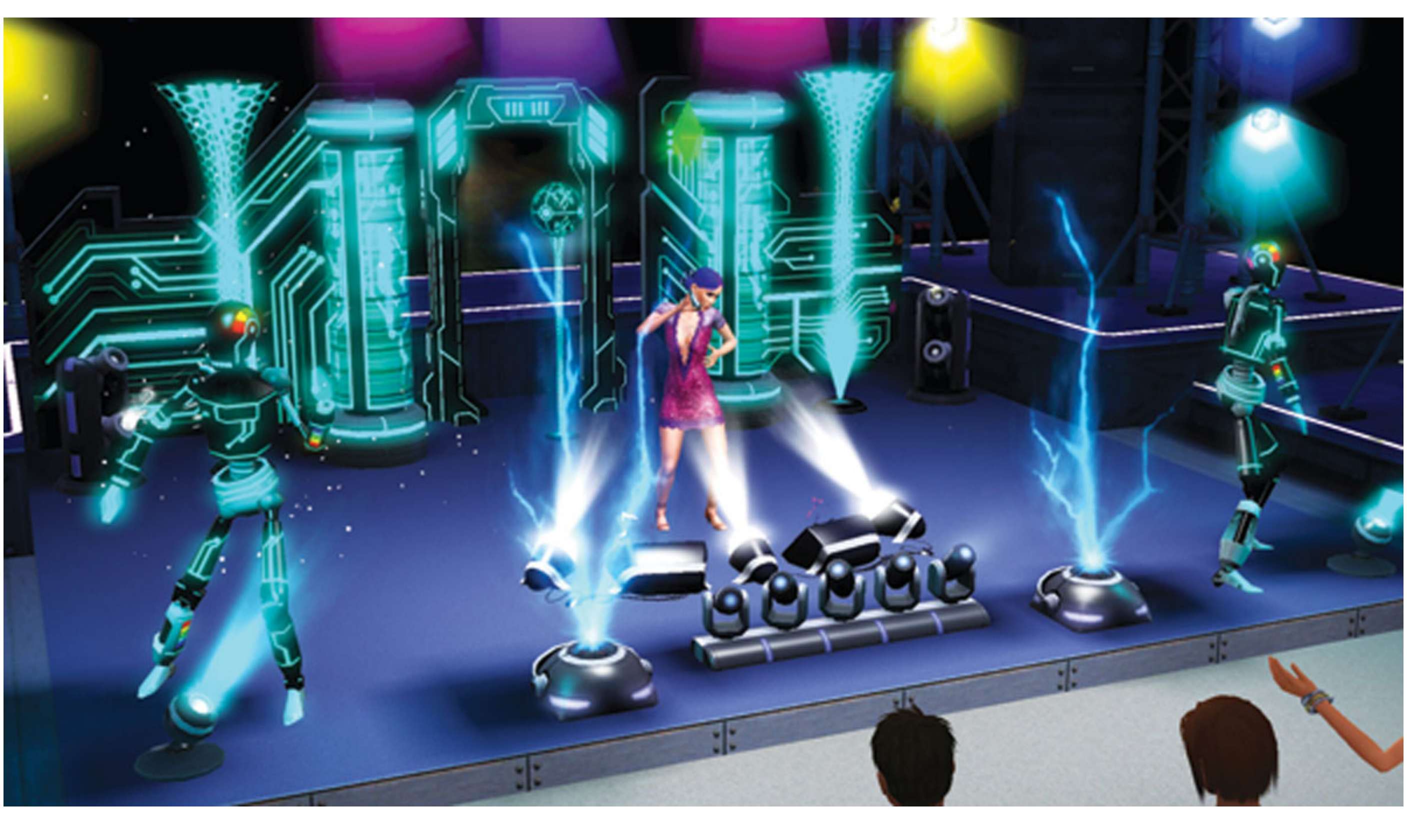
Peformance Fundamentals

Keep things fresh! A successful performance relies on a variety of unique interactions to keep the audience entertained.

Although the fundamentals of the performance careers have already been covered in the New Simology chapter, it doesn't hurt to recap the basics. Whether you choose to perform as a Singer, Magician, or Acrobat, career progression follows a similar path. Review the following tips to help kick-start your career:

- Your Sim begins as little more than a street performer. During this time it's important to practice your craft by using the Perform for Tips self interaction in public places to earn money and career experience.
- You can't book your first gig until you reach Level 2—this is when Verde Park becomes available.
- Before you can play a gig, you must first audition for the proprietor. If you meet the career level prerequisite for the venue, you get the chance to perform on a specific day and time.
- You can schedule one gig per day and as many as seven gigs per week. Constantly refer to your Gig Schedule (in the Career tab) to view upcoming shows.
- If you put on an Excellent or Legendary performance, you'll likely land a steady gig at the venue, giving you the chance to perform a show once a week without auditioning.
- Gigs always begin in the late afternoon or early evening. Spend your mornings and early afternoons taking care of your Sim's needs to maximize their mood before a show. A relaxing visit to the day spa is always beneficial.
- Make sure to get to the venue in plenty of time to reach the stage, and bring plenty of props and FXs to position on stage.
- During gigs, use a variety of interactions to keep the performance fresh. Audiences will grow tired if you perform the same actions over and over.
- If you fail to direct your own on-stage interactions, the Sim will autonomously choose some. But you'll earn a better performance score if you direct the interactions yourself. Queue up interactions so there's never a lull in the performance.
- Performing gigs is the best way to earn Simoleons and career experience. But don't forget to practice. Performing for tips is the next best way to practice your craft.
- When you reach Level 8 of your career, you're driven around town in a fancy limousine instead of the yellow taxi cab.
- Big Show venues are unlocked at Level 8 too. Playing gigs at these venues nets the most money and career experience.

Stage Customisation



The SimTech Stage Props create the perfect futuristic theme for any performance. Just don't make it a robotic performance.

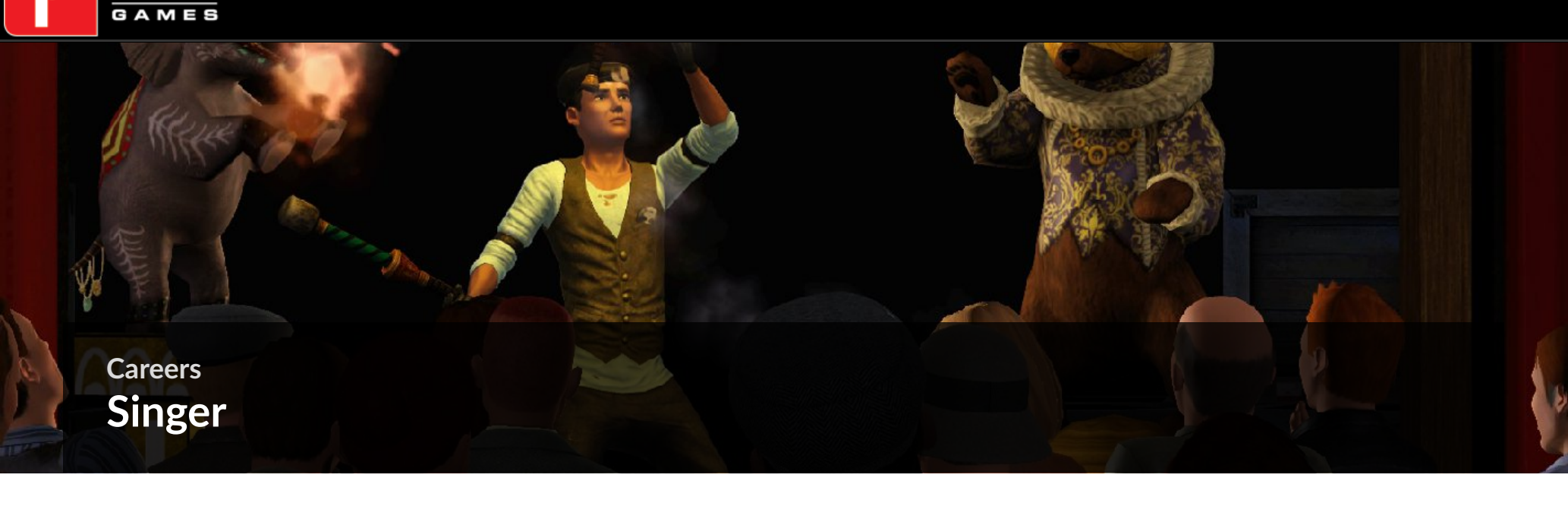
Never overlook the importance of setting up the stage before a show. Not only does this give your show a unique aesthetic, but your choices can also improve your overall performance score. Early on, your Sim probably can't afford many Stage FX objects or Stage Props and must rely on the venue's default stage configuration.

But as you earn money, invest in new objects and props to adorn your stage. For best results, choose Stage Props from the same theme. For example, select props from the CityLights, SimTech, or Blackfyre themes to create a unified onstage aesthetic while increasing your performance score. But the quantity of the Stage FX objects and Stage Props is also important.

So carefully design the layout to cram as much eye-candy on stage as possible. These items can only be placed at the back and front of the stage, so real estate gets very tight. It may be necessary to rotate certain objects (hold ALT) to create more room on stage.

Tip

Use the Delete key to remove unwanted props, and use the <> keys to rotate items.



Careers

Singer

With raw talent and a spark of showmanship, Singers can put on a show that audiences will never forget.

Does everyone rave about your beautiful singing voice? They're probably just being polite. But maybe you really do have what it takes to make a living as a professional Singer. As with all the performance careers, succeeding as a Singer isn't easy.

If you're not willing to put in the hard work, you'll be singing on street corners for pocket change or delivering Sing-A-Grams for the rest of your career—not exactly the glitzy life you envisioned?

However, with the proper drive and a healthy work ethic, you can become the diva you've always dreamed of, raking in wealth and fame with every pitch-perfect performance.

Beneficial Traits

Diva, Social Butterfly, Ambitious, Natural Born Performer, Charismatic, Virtuoso.

Negative Traits

Absent Minded, Clumsy, Coward, Loser

Work Location

Various locations/venues.

How Hired

Answer computer or newspaper ad.

Work Week

Greatly varied based on Sing-A-Grams and gigs booked; prepare for busy evenings.

Salary Progression

Singers earn a small weekly stipend but make most of their money from Sing-A-Grams and gigs.

Responsibilities:

- Deliver Sing-A-Grams
- Perform for Tips
- Get Gigs

Tip

Singers build a hidden Entertainer skill while singing. The more they sing, the more the Entertainer skill increases. The Entertainer skill helps determine the success of Sing-A-Grams and song boost interactions on stage.

When not performing Sing-A-Gram jobs, go to a park or other high-traffic public places and perform for tips. The larger the crowd, the more you'll make in tips. But more importantly, you'll gain career experience and boost the Entertainer skill while performing.

Singer Career

Level	Title	Weekly Stipend	XP Needed to Advance	Outfit/Object Unlocks	Song Unlocks	Interaction Unlocks
1	Sing-A-Gram Novice	§275	400	Outfit 1	Song 1	Social: Celebration Sing-A-Gram, Cheer Up Sing-A-Gram, Give Demo Mix
2	Sing-A-Gram Pro	§340	500	Outfit 2	Song 2	Social: Romantic Sing-A-Gram
3	Talented Amateur	§400	600	-	Song 3	Social: You Are Special Sing-AGram
4	Local Favorite	§532	700	Outfit 3	Song 4	Social: Sell Album
5	Local Phenomenon	§640	800	Outfit 4	Song 5	Social: Talk About Vocal Skills
6	Rising Star	§840	900	Front Stage Kit	Song 6	Song Boost: Make a Pose
7	Headliner	§1,160	1000		Song 7	Song Boost: Make a Pose 2
8	Star	§1,480	1200	Outfit 5	Song 8	Song Boost: Kisses to the Crowd
9	Superstar	§2,000	1400	Outfit 6	Song 9	Song Boost: Make a Pose 3
10	Vocal Legend	§3,600	1600	-	Song 10	Song Boost: Flourish

Singer - Badges and Achievements

Badge	Achievement	Description
	Going for the Gold	Have a Sim sell 25 Singer Albums
	Sing it Again, Sim	Earn §20,000 in tips as a Singer
	Ta-Da!	Have your Singer Sim perform each Sing-A-Gram 15 times
	Winner in the Park!	Have your Singer, Magician, or Acrobat Sim win a Sim Fest in a Park

Getting Started: Sing-A-Grams

Performing Sing-A-Grams spreads cheer... while earning you money and some badly needed experience.

Sing-A-Grams

Type	Unlock	XP Reward
Celebration	Level 1	30
Cheer-Up	Level 2	30
Romantic	Level 3	40
You Are Special	Level 4	45

Sims joining the Singer career have a leg-up on their counterparts in the Acrobat and Magician fields. While their colleagues must gain career experience by performing for tips or simply practicing tricks, Singers can earn career experience (and money) by performing Sing-A-Grams.

Sing-A-Gram jobs are available to all entry-level Singers. There are no set work hours when performing Sing- A-Grams jobs.

They appear randomly throughout the day and are easily visible on the Map View—simply click on a gold microphone icon to track down a Sim in need of a Sing-A-Gram. Your Sim automatically spins into their career outfit and hops in a taxi to track down their customer.

Upon arrival your Singer sets down their Personal FX Backpack and performs a quick ditty for the customer, presenting them with a special gift at the end of the song.

Note

Neither the gift nor the backpack are actual items in a Sim's inventory. They are just part of the Sing-A-Gram experience.

Completing a Sing-A-Gram rewards your Sim with career experience as well as a few Simoleons. The amount you make from each Sing-A-Gram differs based on your current career level—higher level Singers earn more money than lower level Singers.

But the experience gained is based solely on the type of Sing-A-Gram performed. You Are Special Sing-A-Grams provide the most experience and are available at Level 3.

In addition to doing Sing-A-Grams jobs for money, you can also perform Sing-A-Grams as a social interaction, cheering up Sims while gaining career experience.

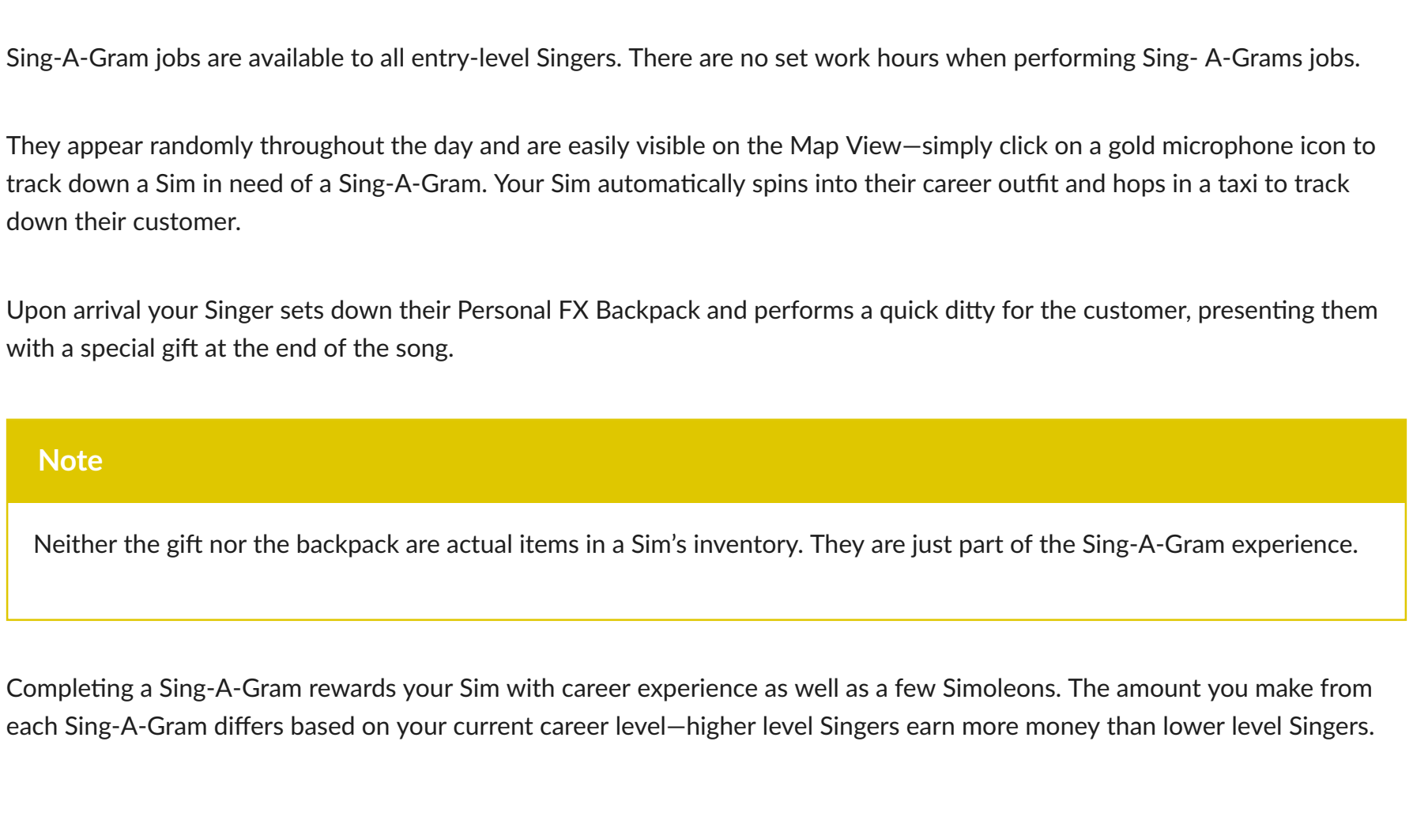
Sing-A-Grams jobs are available throughout a Singer's career, but are most useful early on. Once a Singer has some experience, they should focus on performing gigs, because gigs offer the most career experience and money.

There is no penalty for failing to perform a Sing-A-Gram, so don't worry if you miss out on an opportunity to cheer someone up.

Note

Sims can now order Sing-A-Grams for their friends. Choose the Call for Sing-A-Gram interaction from any phone then select a friend along with the type of Sing-A-Gram you wish to deliver. This is a good way to boost relationships with Sims you haven't seen in a while.

Gigs: Singing on Stage



You'll need to pay your dues playing smaller venues before graduating to Big Shows like this. It's good to have goals, right?

Singer - Gig Earnings

One-off Gig

Level	Weekly Stipend (§)	Multiplier	Park	Coffee-House	Live Show	Private	Big Show
Default Pay (§)			**200**	**400**	**700**	**1,100**	**1,800**
1	275	0.69	-	-	-	-	-
2	340	0.85	§170	-	-	-	-
3	400	1	§200	§400	-	-	-
4	532	1.33	§266	§532	-	-	-
5	640	1.75	§350	§700	§1,225	-	-
6	840	2.25	§450	§900	§1,575	-	-
7	1160	3.5	§700	§14,000	§2,450	§3,850	-
8	1480	5.55	§1,110	§2,220	§3,885	§6,105	§9,990
9	2000	6.5	§1,300	§2,600	§4,550	§7,150	§7,150
10	3600	10	§2,000	§4,000	§7,000	§11,000	§18,000

Steady Gig

Level	Weekly Stipend (§)	Multiplier	Park	Coffee-House	Live Show	Private	Big Show
Default Pay (§)			**200**	**400**	**700**	**1,100**	**1,800**
1	275	0.69	-	-	-	-	-
2	340	0.85	§255	-	-	-	-
3	400	1	§300	§600	-	-	-
4	532	1.33	§399	§798	-	-	-
5	640	1.75	§525	§1,050	§1,838	-	-
6	840	2.25	§675	§1,350	§2,363	-	-
7	1160	3.5	§1,050	§2,100	§3,675	§5,775	-
8	1480	5.55	§1,665	§3,330	§5,828	§9,158	§14,985
9	2000	6.5	§1,300	§1,950	§3,900	§6,825	§17,550
10	3600	10	§2,000	§3,000	§6,000	§10,500	§27,000

By the time you reach Level 2 in your Singer's career, you can perform your first gig at Verde Park. Track down the gig's proprietor, audition, then show up at the venue on the day of the gig. After choosing a stage setup, the show begins!

Pause the game at the start of the show so you can queue your first set of interactions. If you don't pause, your precious stage time will tick away while you're making a decision.

Click on the stage and select the Perform Song interaction followed by the name of a song. To begin with, you only have a few songs to choose from. But as you progress through your career you'll unlock more songs to perform.

Note

New songs are only unlocked through career progression. You cannot buy new songs at the bookstore.

Here's a complete list of available songs:

- Don't Say 'Not Now!'
- Freeing Myself
- Hot and Foxy
- It Hurts Both Ways
- Maybe It's Better This Way
- New Glitz
- One More Grey Day
- Oogie Fever
- We're Moving Slow
- Wig Wig Wag

Each song is broken up into five parts: Intro, Verse, Chorus, Break, and End. Once a song has begun, you can choose interactions such as Sing Verse, Sing Chorus, and End Song.

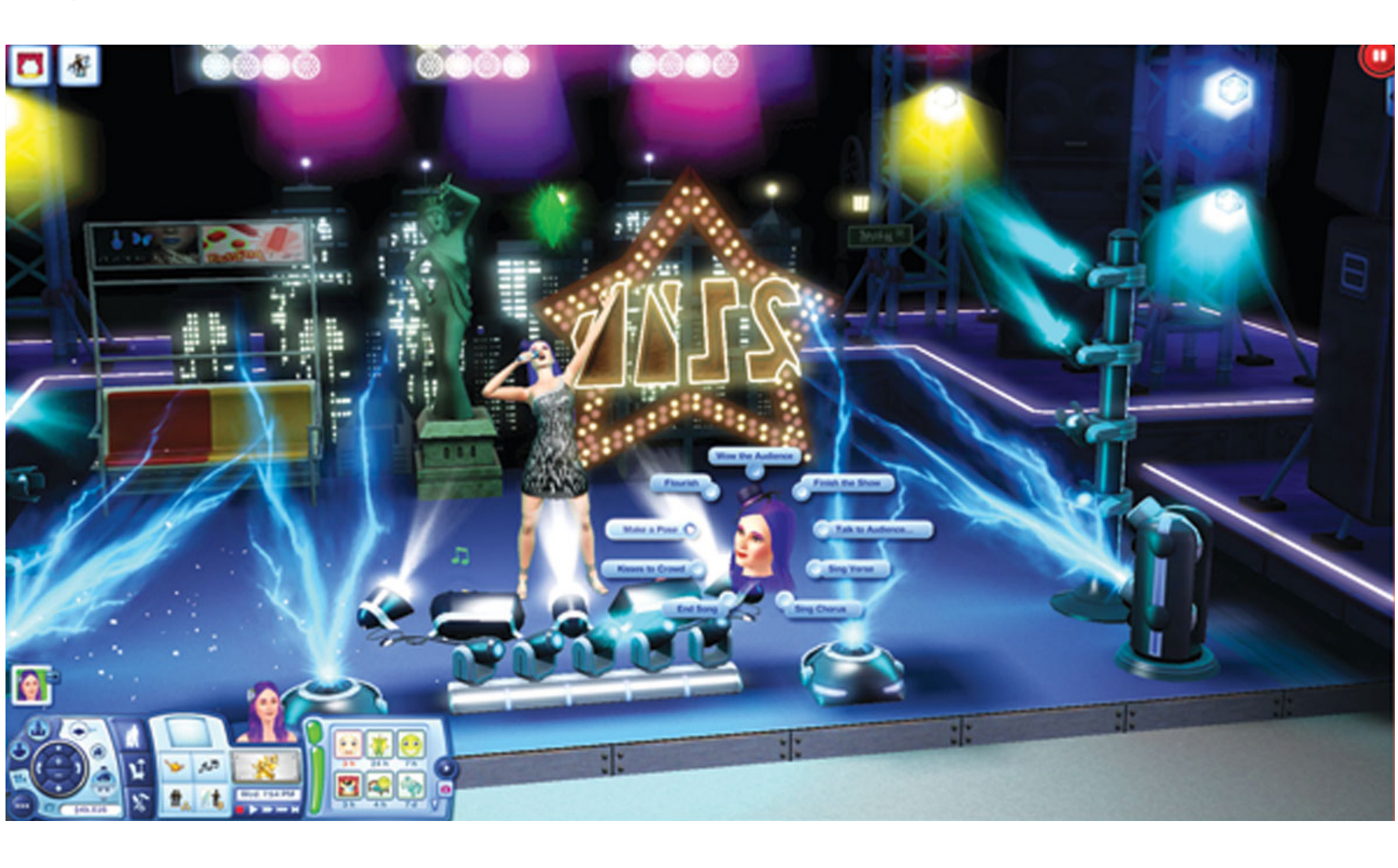
Alternately, you can let a song play out on its own, automatically transitioning through its five parts. Later in your career you'll unlock song boosts, powerful interactions that allow your Singer to improvise during a song's Break.

Caution

If you choose to Talk to Audience in the middle of a song, the song will stop abruptly. It's best to wait until a song is over before you try this interaction.

While talking to the audience is a good way to break up your show, make sure you've worked on your Charisma skill. Otherwise, there's a good chance your interaction will fail, hurting your performance score.

Song Boosts



Cut loose with a song boost during the middle of a performance to drive the crowd wild!

Song boosts like Make a Pose, Kisses to the Crowd, and Flourish are a great way to add a bit of flair to your performance. These interactions can be chosen in the middle of the song, during the Break, while instrumental music continues playing in the background.

These work much like the Sing Verse or Sing Chorus interactions. However, song boosts trigger an immediate reaction from the crowd, either positive or negative. A successful song boost can improve your overall performance score while an unsuccessful song boost can hurt it.

The success of a song boost is determined by a Singer's hidden Entertainer skill. The good news is that by the time you unlock song boosts, you'll most likely have a high Entertainer skill, helping minimize failed interactions.

After performing a song boost, there is a slight cooling down period before you can select another. You can queue up as many song bursts as you want.

Singing with a Guitar

Playing guitar doesn't influence the outcome of a performance, but it sure does look cool!

If your Sim has a guitar in their personal inventory, they can choose the Perform Song With Guitar interaction when performing a gig or as a self interaction. Playing a guitar while singing is purely aesthetic and has no impact on a performance.

Guitar skill builds slightly during these performances, but skill (or lack thereof) has absolutely no bearing on the overall performance score. The Singer will strum the guitar throughout the song, even during song boosts, leading to some unique and entertaining animations. When performing with a guitar, song selection is limited to the following tracks:

- Don't Say 'Not Now!'
- It Hurts Both Ways
- Maybe It's Better This Way
- New Glitz
- One More Grey Day

Tip

Singers have a few unique social interactions, including the ability sell their album. The Sell Album interaction is unlocked at Level 4 and nets §25 per sale. Try to sell a few albums immediately following a show.

Singers can also perform Sing-A-Grams and Talk About Vocal Skills when conversing with other Sims.

Lounge Lizard Magic Gnome

The Lounge Lizard Gnome loves music and has a chance of randomly appearing on a Singer's lot, either inside the house or outside in a garden. There is also a chance the Lounge Lizard Magic Gnome will appear if a Fried Peanut Butter and Banana Sandwich is left out—any Sim can try this, not just Singers.

Aside from their adorable appearance, these little guys have some noteworthy benefits. If you're playing Guitar next to one of these gnomes, you will gain the Guitar skill at a faster rate.

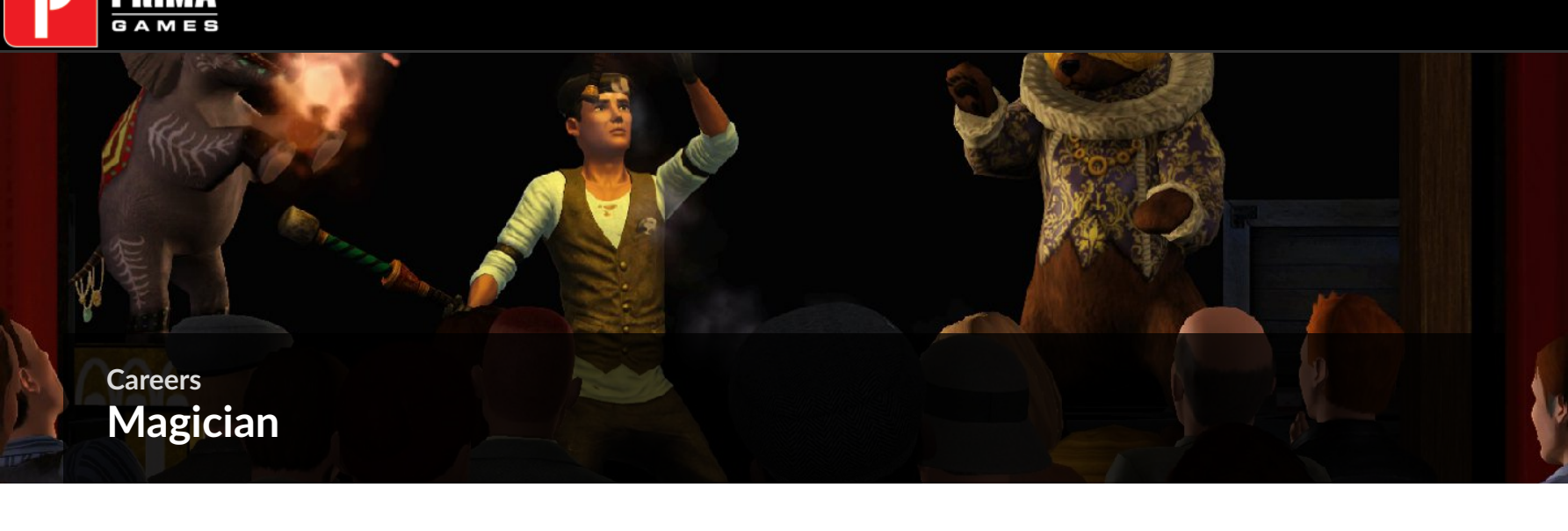
Singers can also place one of these gnomes on stage (during the stage setup) to boost their overall performance score when playing gigs. If you have more gnomes than you know what to do with, you can always sell them for a handsome profit.

Singer Wishes

Wish Name	Description
Audition for a Gig	Your Sim wants to audition for a gig. Is there a better way to get a regular stage for performance? No, no there isn't.
Challenge Someone to a Performance Duel	Take your rivalries and aggressions center stage! Your Sim wants to put their skills to the test by challenging someone to a performance duel at a SimFest!
Earn §X Performing for Tips as a Singer	Your Sim wants to perform for tips as a Singer! If other Sims are in the mood for a melody, they might put some bread in your jar.
Get a Steady Gig	Scrambling to find a gig every night is the pits! Your Sim thinks it's about time to land a steady gig.
Get X Steady Gigs	Some people can't get enough stage time. Your Sim wants to have X steady gigs.
Have a Great Gig	Your Sim is definitely on the way to super-stardom! The next step: putting on a great show.
Have a Legendary Gig	Your Sim wants to perform the greatest gig ever!
Have X Excellent Gigs	One excellent show is never enough. Your Sim wants to put on bunch of excellent shows!
Have X Legendary Gigs	If one is good, more is better! Have some more legendary gigs!
Perform a Song X Times	Your Sim wants to sing their song... again and again.
Perform an Excellent Gig	Your Sim wants to put on a show that people will remember!
Perform for Tips as a Singer	Your Sim wants to perform for tips as a Singer! If other Sims are in the mood for a melody, they might put some bread in your jar.
Perform in a Coffeehouse SimFest as a Professional Singer	A Coffeehouse SimFest may not have the draw of competitions at some other venues, but what they lack in size they make up for in post-show drinks, pastries, and adoring fans.
Perform in a Live Show Venue SimFest as a Professional Singer	In SimFests at Live Show Venues, everyone is well-practiced and dedicated to their craft. The competition is fierce, and that is just the challenge your Sim is looking for.
Perform in a Park SimFest as a Professional Singer	Some people find the open air and local feel of an outdoor competition inspiring. Your Sim wants to feel that inspiration by competing in a SimFest at a Park.
Perform X Gigs	Your Sim loves being in the spotlight and wants to put on more shows.
Perform X Gigs as a Singer	Your Sim is full of music and has a compulsion to share that music with others.
Sell X Albums	Your Sim wants to sell some albums to get their music out there and into people's homes. The Simoleons don't hurt, either.
Win a Coffeehouse SimFest as a Professional Singer	Your Sim may not be the biggest performer yet, but winning a Coffeehouse SimFest would be a great way to show off their talent.
Win a Live Show Venue SimFest as a Professional Singer	Your Sim knows that they're the greatest performer in this town but now wants to prove it by winning a SimFest at a Live Show Venue.
Win a Park SimFest as a Professional Singer	Your Sim is becoming more popular, but they want to become better known. Winning a SimFest at a Park just might do it.

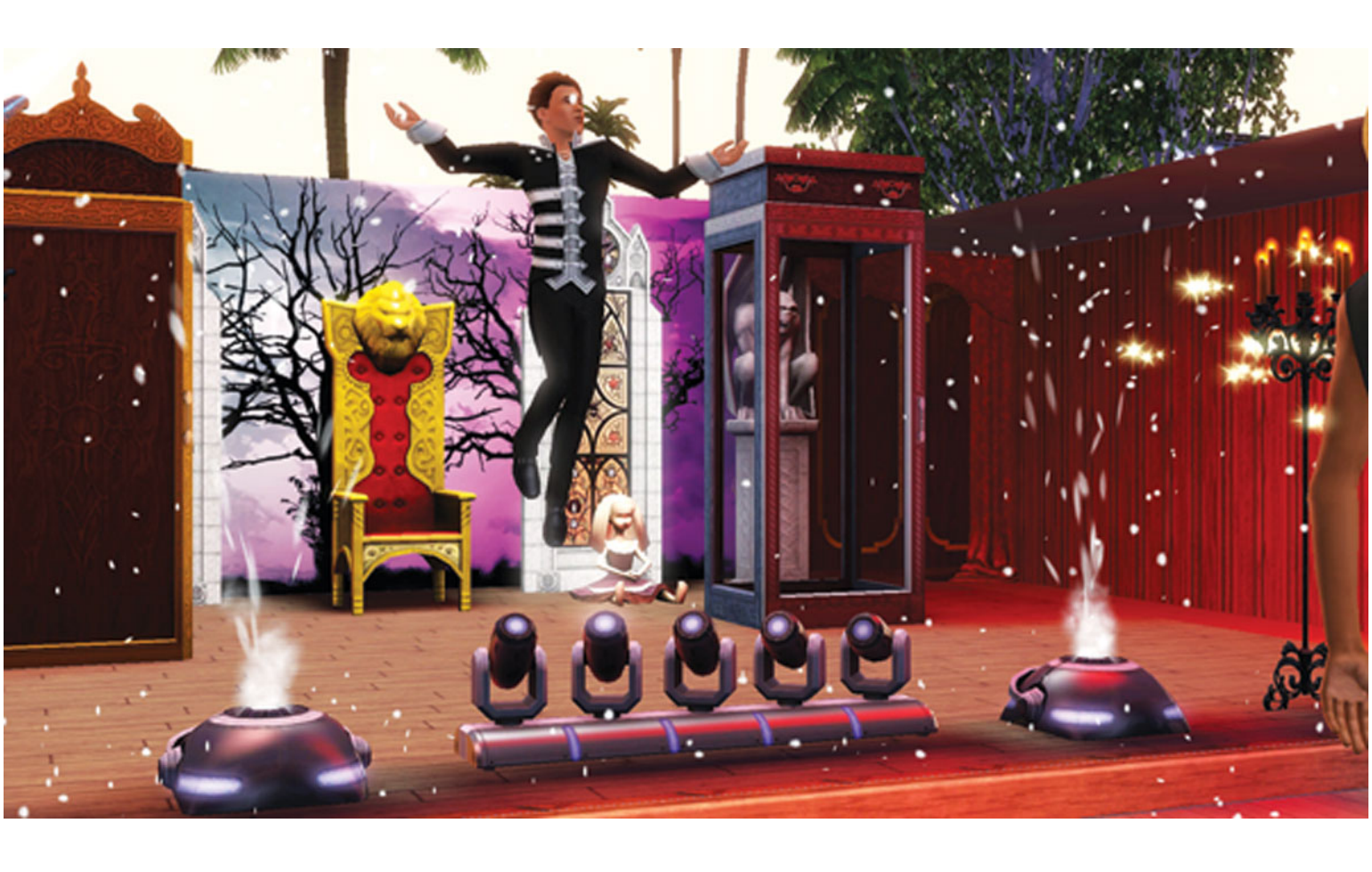
Singer Opportunities

Opportunity	Description	How to Complete
All the World's Your Stage	You've been invited to sing the Sim National Anthem at the big game! You'll get to perform in a packed stadium and a TV audience of millions!	Go to the Stadium to complete this opportunity.
Audio Cardio	A singer needs a strong pair of lungs. Hit the gym to pump up the volume on your singing skills.	Go to the gym and work out.
Birthday Bash	The boys at the criminal warehouse are throwing a birthday party for the Big Boss, and they'd like you to be the entertainment. It's an offer you shouldn't refuse.	Find the Big Boss at the criminal warehouse.
Cut a Demo	An up-and-coming record producer attended one of your shows and wants to help you record a demo of your songs! He works in a recording studio at the theater. Stop by, and he'll help you turn your music into a CD!	Go to the theater to record a Demo CD.
Kids Sing-Along	A teacher at the school wants you to share your musical talents and do sing-alongs with the children. Expand their little minds and vocal chords while expanding your wallet.	Go to the school and lead the kids in a sing-along.
Kumbaya	It's team-building time at the business tower. Go lead the middle managers in a rousing rendition of Kumbaya and earn some moolah.	Go to the business tower to complete this opportunity.
Musical Medicine	Bring the magical healing power of music to the sick patients at the hospital. You won't make any Simoleons, but you'll feel like a million.	Go to the hospital and perform for sick Sims.
Opening Ceremony	You've been invited to sing the Sim National Anthem at the Mayor's Inauguration celebration. It's quite an honor to sing for his honor!	Go to City Hall to complete this opportunity.
Rags to Riches	Every star has a story. Go to the bookstore and read about how other aspiring singers made their dreams come true. It will give your mood a boost.	Go the bookstore to complete this opportunity.
Salute to Singing	It's time for the annual Military Graduation Ceremony, and you've been invited to sing. Get ready to shock and awe the troops with your rendition of the Sim National Anthem.	Go to the military base to complete this opportunity.
Showtime at the Coffeehouse	Many famous singers start out performing in Coffeehouses. Though they usually also play guitar and maybe look a little grungy.	Go to the Coffeehouse venue and audition for the proprietor. Get a gig and complete it.
Showtime Exclusive	Only a few select Singers get invited to perform at private parties and clubs... but you're ready! Getting a gig to sing for VIPs could take your career to new heights.	Get and complete a gig at any of the Private Venues.
Showtime Headliner	You're on the verge of hitting the big time. When you get the chance, sing like you've never sung before!	Get and complete a gig at a Big Show Venue.
Showtime in the Park	You can sing anywhere in the Park, but getting a gig to perform on the Park stage will attract a lot more attention... and could jumpstart your career.	Go to the Park venue and audition for the proprietor. Get a gig and complete it.
Showtime on Center Stage	You're ready to move from Sing-A-Grams and performing for tips to taking center stage... on an actual stage! Audition at any of the Live Show Venues, and take your career to the next level.	Go to any of the Live Show Venues and audition for the proprietor. Get a gig and complete it.
Sing for Your Supper	The owner of the Coffeehouse is a retired musician who likes to help out aspiring singers. Stop by with a big appetite and get a free meal for a song.	Go to the Coffeehouse venue and sing for your supper.
Singing in the Streets	Practicing at home is great, but to become a real performer you need to get out and sing to an audience. Any public place will do... and you just might earn some tip money while you're at it.	Go to a public place and perform for tips.
Sound Science	Local scientists are doing top-secret sound wave experiments. Would you and your golden pipes be interested in participating?	Go to the science center to complete this opportunity.
The Art of Singing	The Art Museum is featuring "Art in Every Sense: Sight, Smell, Sound, Taste and Touch." Show off your sweet sounds to earn tips and gain experience.	Go to the art museum and perform for tips.
Voice Therapy	The manager at the spa wants to treat you and your vocal chords to a therapeutic steam treatment. Take a break and you'll be singing better than ever before.	Go the spa to complete this opportunity.



Careers

Magician



Do you believe in magic? Talented Magicians can seemingly break the bonds of gravity, levitating themselves and others.

What could be better than willing objects (including Sims) to disappear and reappear on command? Magicians are masters of illusion and misdirection, capable of performing everything from simple sleight-of-hand tricks to dangerous feats of escape artistry.

A great Magician can make even the most skeptical Sims true believers. But it takes years of practice and embarrassing failures before a Magician can dazzle audiences with the best magic shows a Sim has ever seen.

Does your Sim have the ambition and dedication necessary to become a world-class illusionist?

Beneficial Traits

Social Butterfly, Ambitious, Natural Born Performer

Negative Traits

Absent Minded, Clumsy, Coward, Loser

Work Location

Various locations/venues.

How Hired

Answer computer/newspaper ad or speak to proprietor.

Work Week

Greatly varied based on gigs booked; prepare for busy evenings.

Salaray Progression

Magicians earn a small weekly stipend but make most of their money from gigs.

Responsibilities

- Perform for Tips
- Perform Illusions
- Get Gigs

Tip

Magicians have a hidden Magic skill they build while performing tricks and illusions. The more they practice and perform tricks, the more the Magic skill increases.

The Magic skill helps determine the success rate of each trick performed. Early on, it's common for a burgeoning Magician to flub magic tricks. But as the Magic skill increases, there is a greater chance of success.

Magician - Career

Level	Title	Weekly Stipend (§)	XP Needed to Advance	Outfit/Object Unlocks	Trick Unlocks	Interaction Unlocks
1	Novice Trickster	275	400	Outfit 1	Instant Cards, Wand Into Flowers	Social: Coin From Ear
2	Newbie Illusionist	340	500	Outfit 2	Free Birds	Social: Appearing Butterflies
3	Sim of Mystery	400	600	Outfit 3,Box of Mystery	Box of Mystery: Swords of Destiny	—
4	Conjurer	532	800	—	Fireball	Social: Hot Hands
5	Sleight-of-Hand Savant	640	1,000	Outfit 4	—	—
6	Illusionist	840	1,200	—	Box of Mystery: Vanishing Sim, Appearing Objects	—
7	Purveyor of Danger	1,160	1,500	Outfit 5, Box of Danger	Box of Danger: Buried Alive	—
8	Spellcaster	1,480	1,800	—	—	—
9	Master Illusionist	2,000	2,100	Outfit 6	Box of Danger: Watery Grave, Levitate Self	—
10	Master Magician	3,600	2,500	—	—	Social: Levitate Sim

Magician—Badges and Achievements

Badge	Achievement	Description
	Abracadabra	Have a Magician perform 20 tricks
	Double Magic Legend	Perform a Legendary Magician Show in a Big Show Venue as a Genie
	Kid Party Stuff	Have a Magician perform the Free Birds, Wand into Flowers, and Instant Cards tricks 5 times each before becoming a Sim of Mystery
	Magic and Mystery	Have your Magician WooHoo in the Box of Mystery 10 times
	Master of Illusion	Have a Sim fulfill the Master Magician Lifetime Wish
	Rising Star	Have a Magician Sim levitate themselves 20 times
	Sleeping with the Fish	Have your Magician Sim perform the Watery Grave trick 30 times
	Stage Magic	Have a Magician Sim perform at least once at each venue type
	The Magic of Money	Earn §20,000 in tips as a Magician
	Vanishing Act	Have your Magician Sim perform The Vanishing Sim trick 20 times
	Winner in the Park!	Have your Singer, Magician, or Acrobat Sim win a SimFest in a Park

Getting Started: Practice, Practice, Practice

Performing for tips isn't glamorous, but there's no better way for beginners to gain career experience.

When joining the Magician career, prepare yourself for poor pay and long days of humble street performances. Starting out, performing for tips is the best option for career advancement. Your Magician begins with two solo tricks: Instant Cards and Wand Into Flowers.

While you can perform each of these tricks individually with a self interaction, it's better to go to a public place and perform for tips. When performing for tips, a Magician automatically transitions through all known solo tricks.

So consider parking your Magician in Starlight Plaza or Verde Park, and leave them there for several hours performing an endless loop of tricks while tending to the needs of other household members. In addition to earning some pocket change, your Magician will gain career experience as well as build up their hidden Magic skill

However, don't neglect your Magician's needs. Hours of performing can result in the Fatigued moodlet which will prevent you from performing for tips for a little while. So break up your routine and work on building up your Charisma skill.

Magic shows can be long, and if your Magician doesn't have many tricks to show off, they must find a way to fill time. The Talk to Audience interactions are a great way to build rapport with an audience and heighten drama during a show.

When you're not performing, consider working on your Charisma skill. So read a book, practice in a mirror, or take a class to start building this skill. Social interactions are also beneficial for building this skill.

So take the time to socialize with a variety of Sims either before or after performances. Sims with the Charismatic trait build the Charisma skill faster and have a much easier time making new friends.

Tip

Genie Sims automatically have the maximum Magic skill, making them natural Magicians. Still, they must advance through the same career levels as every up-and-coming Magician.

However, given their high Magic skill, they're far less likely to fail any tricks, allowing them to turn out high quality performances even at low career levels.

Magician Tricks

- Instant Cards: A deck of cards explodes from the Magician's outstretched hand, falling like confetti on the stage.
- Wand Into Flowers:The Magician's wand becomes a bouquet of flowers.
- Free Birds: The Magician makes a small flock of birds materialize, prompting them to fly away.
- Fireball: The Magician conjures a Fireball in their hands and sends it flying skyward.
- Appearing Objects:The Magician makes a small random object appear from thin air. There is a rare chance a Cranstan Boonitz the Magic Gnome can appear, at which point the gnome is added to the Magician's inventory. All other appearing objects are not added to the inventory.
- Levitate Self: The Magician hovers above the stage,performing some simple rotations before returning to the stage.

Magician Socials

- Coin From Ear: The Magician makes an exceptionally large coin disappear and reappear in a Sim's ear. This is a popular audition trick.
- Appearing Butterflies: The Magician makes several butterflies materialize, releasing them into the air.
- Hot Hands: This is the social variant of the Fireball trick, causing the Magician to release a ball of fire into the air.
- Levitate Sim: The targeted Sim is lifted into the air. But if the Magician's Magic skill isn't sufficient, there is a chance the levitating Sim will be dropped.

Gigs: Abracadabra

Before you can land a gig, you'll need to prove yourself by auditioning for the venue's proprietor.

Magician—Gig Earnings

One-off Gig

Level	Weekly Stipend (§)	Multiplier	Park	Coffeehouse	Live Show	Private	Big Show
Default Pay (§)			200	400	700	1.100	1.800
1	275	0.69	-	-	-	-	-
2	340	0.85	§170	-	-	-	-
3	400	1	§200	§400	-	-	-
4	532	1.33	§266	§532	-	-	-
5	640	1.75	§350	§700	§1,225	-	-
6	840	2.25	§450	§900	§1,575	-	-
7	1,160	3.5	§700	§14,000	§2,450	§3,850	-
8	1,480	5.55	§1,110	2,220	§3,885	§6,105	§9,990
9	2,000	6.5	§1,300	§2,600	§4,550	§7,150	§11,700
10	3,600	10	§2,000	§4,000	§7,000	§11,000	§18,000

Steady Gig

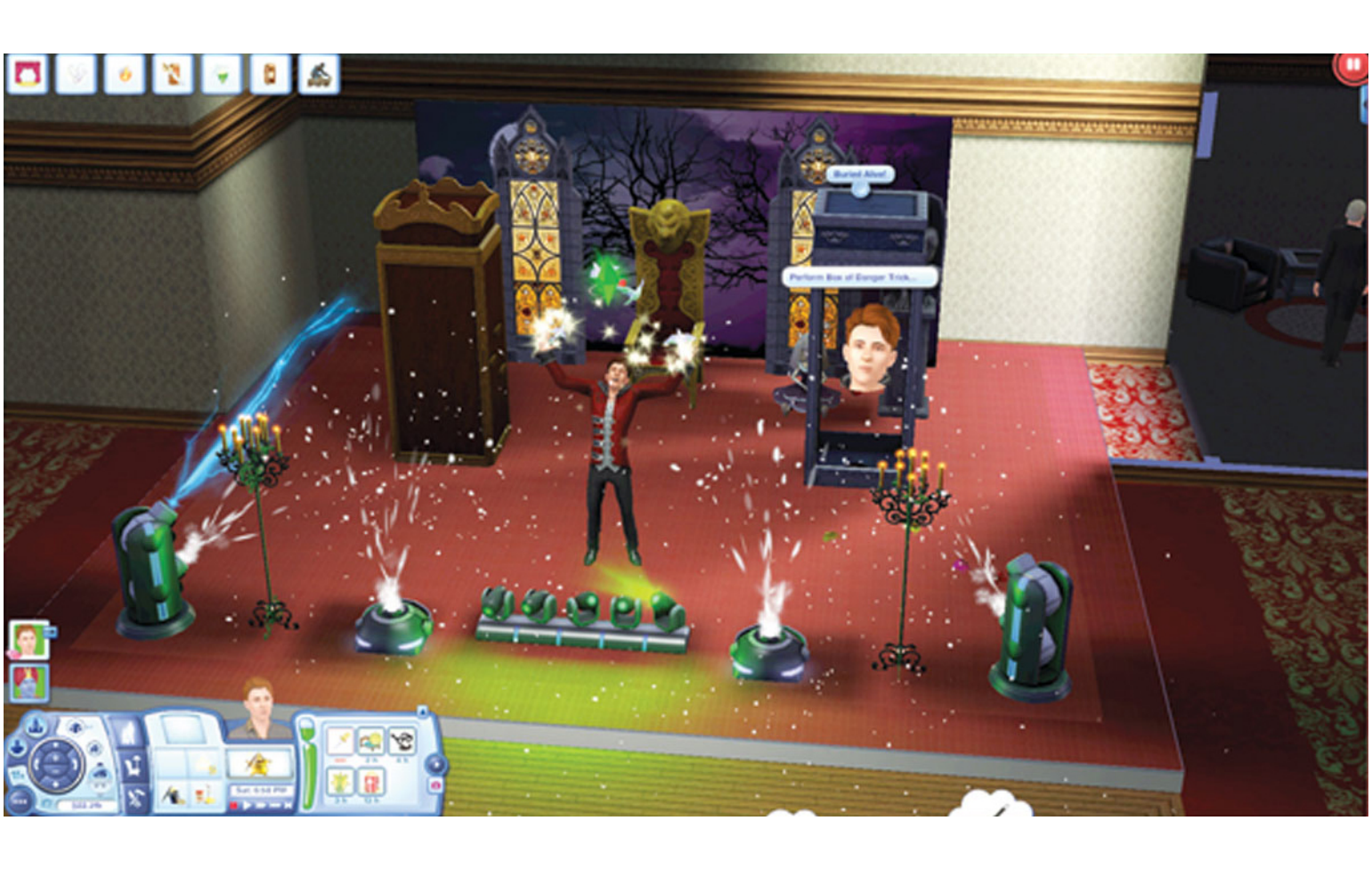
Level	Weekly Stipend (§)	Multiplier	Park	Coffeehouse	Live Show	Private	Big Show
Default Pay (§)			200	400	700	1.100	1.800
1	275	0.69	-	-	-	-	-
2	340	0.85	§255	-	-	-	-
3	400	1	§300	§600	-	-	-
4	532	1.33	§399	§798	-	-	-
5	640	1.75	§525	§1,050	§1,838	-	-
6	840	2.25	§675	§1,350	§2,363	-	-
7	1,160	3.5	§1,050	§2,100	§3,675	§5,775	-
8	1,480	5.55	§1,665	§3,330	§5,828	§9,158	§14,985
9	2,000	6.5	§1,950	§3,900	§6,825	§10,725	§17,550
10	3,600	10	§3,000	§6,000	§10,500	§16,500	§27,000

You can perform your first live on-stage magic show at Verde Park once you reach Level 2 in your Magician's career. Speak with the proprietor to audition, then show up on the day and time of the performance—gigs are always booked for the following day unless there is a scheduling conflict.

As with any job, show up to the performance well-rested and in as good a mood as possible. But it's also a good idea to get in a little more practice before stepping on stage.

Consider performing for tips for a few hours to boost your Magic skill, then take care of all your Sim's needs prior to the show. Get to the stage on time and feel free to customize the default configuration if you have your own Stage FX objects or Stage Props.

Aspiring Magicians probably can't afford many of these expensive objects yet; if so, use the venue's default stage configuration.



Queue multiple stage interactions to keep the show moving along. This makes it easy to plan your show before it even starts.

Immediately following the stage setup, the show begins. Pause the game and plan your show—if you waste time standing around your performance score will drop. Unlike Singers, Magicians can map out a large portion of their show by queuing interactions.

By Level 2 you have only four solo tricks to choose from: Coin From Ear, Instant Cards, Wand Into Flower, and the newly unlocked Free Birds.

Four tricks is hardly enough to fill a whole show. So consider mixing in Talk to Audience interactions between tricks—just don't choose the Insult Audience interaction and you'll be fine.

If you've run through your whole act and still have time left, don't be afraid to repeat your tricks. But don't repeat the same trick more than twice in a row or else your performance score may suffer.

If you end the show early, you may also incur a score penalty. So stay on stage for the full duration of the show and keep the audience entertained to the best of your abilities.

As a novice Magician you're likely to fail some tricks, earning you the Embarrassed negative moodlet. But don't let that get you down. Keep pushing forward. Even if you turn out an awful show, you'll still walk away with money and career experience.

Performing tricks on stage also increases your Sim's Magic skill, so there really is no downside… unless you're the audience witnessing an awful show.

Box of Mystery

Who wants to be stabbed? Box of Mystery illusions require the participation of a willing audience member.

This ornate wooden box is awarded to Magicians at Level 3, allowing your Sim to perform high-quality illusions with the assistance of an audience member. The Box of Mystery exists in the Sim's inventory and can be placed on stage prior to a show, just like any prop or object.

Interacting with the box allows you to choose from two available illusions. The Box of Destiny allows you to perform two tricks, each unlocked at different points in your career. Swords of Destiny is the first trick unlocked.

When performing Swords of Destiny, you're prompted to choose an audience member from a pop-up window. The audience member then approaches the stage and gets inside the Box of Mystery.

With the participant inside, the Magician then dramatically inserts three swords into slots on the left side of the box. There is a chance one of the swords will poke the participant, bringing the illusion to an unsuccessful conclusion—the Sim is uninjured during these failures.

But if everything goes right, the Sim will walk out with a sigh of relief once all the swords have been removed. Swords of Destiny is a great way to finish the show, so consider saving it as your finale.

It's called Vanishing Sim, not Vanishing Sim's clothes! Sometimes magic isn't perfect.

At career Level 6, a new Box of Mystery illusion becomes available: Vanishing Sim. Once again, an audience member is invited to step into the Box of Mystery. But this time, the Magician makes the Sim completely disappear while inside the box.

After performing the disappearing act, the Magician reveals the empty box to the audience, drawing gasps of amazement. But there is a chance something can go wrong, leaving the unfortunate participant publicly exposed in their swimwear.

Such failures bring an abrupt end to the illusion. But if the participant has completely vanished, the box is then closed and the Magician makes the participant reappear.

Both Swords of Destiny and Vanishing Sims are high-level illusions resulting in high performance scores. The audience participation aspect can also eat up some time as you wait for the participant to walk on and off stage.

This makes it easier to fill your shows with tricks and illusions instead of relying on Talk to Audience interactions to fill time.

Note

Performing a magic trick does not affect your Sim's relationship with the audience member Sim. So even if you stab someone, or make their clothes disappear on stage, they'll still like you (or dislike you) as much as ever.

Box of Danger

Buried Alive and Watery Grave are dangerous acts that only the most proficient Magicians should attempt!

The Box of Danger is a stage prop unlocked at Level 7. Unlike the Box of Mystery, this box is surrounded by four glass panes, allowing the audience to see everything happening inside. Buried Alive is the first illusion unlocked for the Box of Danger.

During this act, the Magician steps inside the box and waits as it fills with liquefied cement from the bottom up. Eventually cement fills the entire box, causing the Magician to disappear beneath the rising gray sludge.

If performed as intended, the Magician appears outside the box accompanied by flash of light and a puff of smoke. The Watery Grave illusion, unlocked at Level 9, is similar, only the box fills with water instead of cement.

Neither act should be taken lightly. If your Magician fails to escape the Box of Danger in time they will die, triggering a visit from the Grim Reaper as mournful Sims gather on stage.

Note

Amorous Sims can WooHoo in the Box of Mystery, but not in the Box of Danger.

Note

A Sim who perishes in the Box of Danger becomes a dark gray ghost.

Caution

They don't call it the Box of Danger for nothing. Failures in the Buried Alive or Watery Grave illusions can result in death. So consider saving your game before every show. It's difficult to predict the outcome of these acts, even for high-level Magicians.

Sims with the Daredevil trait have a greater chance of success when performing illusions in the Box of Danger. Sims with the Hydrophobic trait should avoid the Watery Grave illusion altogether.

If they try to attempt it they'll shake in fear before stepping into the box. Plus, they have a great chance of failing/dying when performing this illusion.

Cranstan Boonitz the Magic Gnome

If your magician has a great performance, there's a chance Cranstan Boonitz the Magic Gnome will show up somewhere on your residential lot—they love to appear next to the Box of Mystery and Box of Danger.

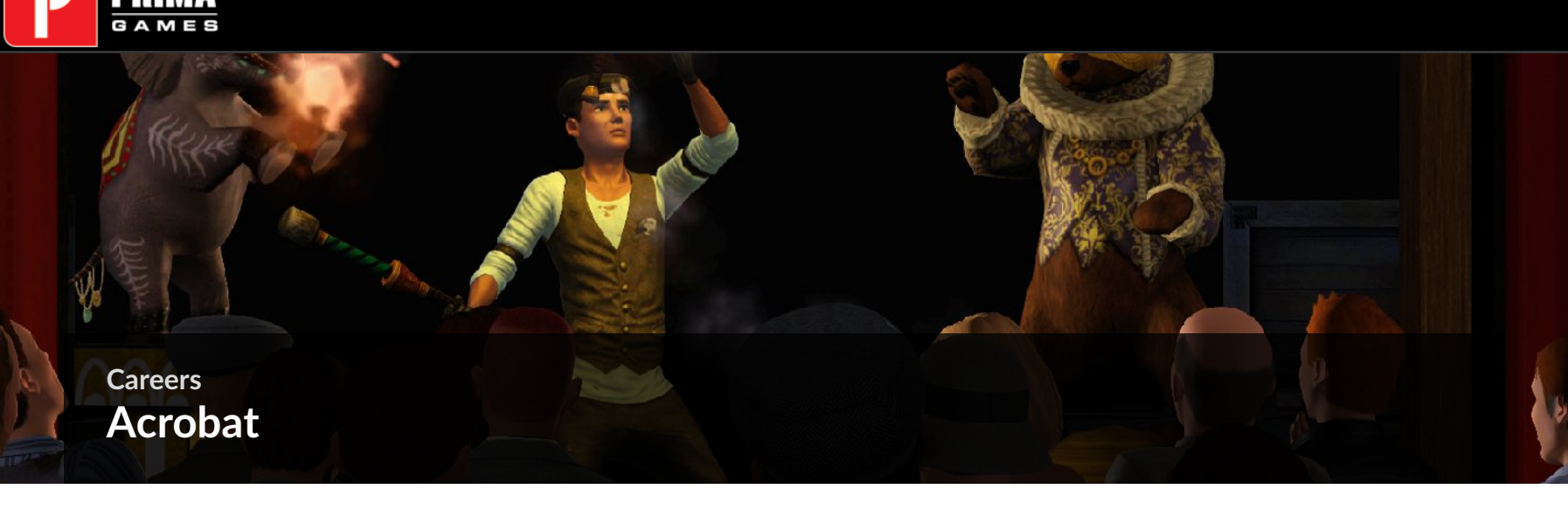
Like the Lounge Lizard Magic Gnome, this little guy comes in handy as a stage prop, helping boost a Magician Sim's performance score. So add him to your Sim's inventory and place him somewhere on stage prior to show. If you begin accumulating lots of these gnomes, you can also sell them.

Magician Wishes

Wish Name	Description
Audition for a Gig	Your Sim wants to audition for a gig. Is there a better way to get a regular stage for performance? No, no there isn't.
Challenge Someone to a Performance Duel	Take your rivalries and aggressions center stage! Your Sim wants to put their skills to the test by challenging someone to a performance duel at a SimFest!
Earn §X Performing for Tips as a Magician	And now for the Magician's final trick… making Simoleons appear from thin air! Your Sim wants to perform for tips as a Magician.
Get a Steady Gig	Scrambling to find a gig every night is the pits! Your Sim thinks it's about time to land a steady gig.
Get X Steady Gigs	Some people can't get enough stage time. Your Sim wants to have X steady gigs.
Have a Great Gig	Your Sim is definitely on the way to super-stardom! The next step: putting on a great show.
Have a Legendary Gig	Your Sim wants to perform the greatest gig ever!
Have X Excellent Gigs	One excellent show is never enough. Your Sim wants to put on bunch of excellent shows!
Have X Legendary Gigs	If one is good, more is better! Have some more legendary gigs!
Perform an Excellent Gig	Your Sim wants to put on a show that people will remember!
Perform for Tips as a Magician	And now for the Magician's final trick… making Simoleons appear from thin air! Your Sim wants to perform for tips as a Magician.
Perform in a Coffeehouse SimFest as a Professional Magician	A Coffeehouse SimFest may not have the draw of competitions at some other venues, but what they lack in size they make up for in post-show drinks, pastries, and adoring fans.
Perform in a Live Show Venue SimFest as a Professional Magician	In SimFests at Live Show Venues, everyone is well-practiced and dedicated to their craft. The competition is fierce, and that is just the challenge your Sim is looking for.
Perform in a Park SimFest as a Professional Magician	Some people find the open air and local feel of an outdoor competition inspiring. Your Sim wants to feel that inspiration by competing in a SimFest at a Park.
Perform Tricks X Times	Your Sim wants to show off their performing skills!
Perform X Gigs	Your Sim loves being in the spotlight and wants to put on more shows.
Perform X Gigs as a Magician	Your Sim has a gift for magical performance, and wants to share that gift with other Sims as often as possible.
Win a Coffeehouse SimFest as a Professional Magician	Your Sim may not be the biggest performer yet, but winning a Coffeehouse SimFest would be a great way to show off their talent.
Win a Live Show Venue SimFest as a Professional Magician	Your Sim knows that they're the greatest performer in this town but now wants to prove it by winning a SimFest at a Live Show Venue.
Win a Park SimFest as a Professional Magician	Your Sim is becoming more popular, but they want to become better known. Winning a SimFest at a Park just might do it.

Magician Opportunities

Opportunity	Description	How to Complete
ESP for Fun and Profit	The research labs at the science center are on the cutting edge of paranormal investigation. With your amazing magical powers, they suspect you might have extra-sensory perception and would like to test you. Can you sense some extra Simoleons in your future?	Go to the science center to complete this opportunity.
Library Magic	When you're just starting out, you have to find every available place to perform. The library is great for finding books, but it's boring. Go perform in the library, and you're sure to earn some tips. Just don't make too much noise!	Go to the library and perform for tips.
Magic Medicine	Bring the magical healing power of magic to the sick patients at the hospital. You won't make any Simoleons, but you'll feel like a million.	Go to the hospital and perform for sick Sims.
Mind Over Masses	The Mayor is behind in the polls and needs some help to rally support. He's so desperate, he'll try anything… including hiring a magician to teach him mind control techniques. Visit City Hall, where you can use mind control to convince him that you're worth the money!	Go to City Hall to complete this opportunity.
Pickpocket Prevention 101	Law enforcement is deeply concerned by the recent rise in pickpocketing incidents. The police chief would like you to teach his officers how to spot pickpockets and bring these petty criminals to justice!	Go to City Hall to complete this opportunity.
Pick-pocketing 101	The Big Boss cordially invites you to teach his thugs, er, business associates, how to pick pockets. You will be generously compensated for your time and discretion. And if you refuse the invitation, let's just say it would be a shame if anything was to happen to your pretty little stage props…	Find the Big Boss at the criminal warehouse.
Red Carpet Magic	The producers of a new movie, "The Vanishing Llama," want to hire you to perform at the premiere. Exposure, Simoleons, and the glamour of the Movie Biz—what more could you ask for?	Go to the Theater to entertain at the film premiere.
Showtime at the Coffeehouse	Magic in a Coffeehouse? Why not? Folks are accustomed to having their money disappear there. Get a gig and serve up a steaming mug of magic.	Go to the Coffeehouse venue and audition for the proprietor. Get a gig and complete it.
Showtime Exclusive	Private Venues are like Boxes of Mystery. See if you can figure out the trick of getting a gig inside one.	Get and complete a gig at any of the Private Venues.
Showtime Headliner	You've come a long way from performing for tips. Now it's time for the big finale. Appearing on-stage at a Big Show Venue would be the ultimate magical feat.	Get and complete a gig at a Big Show Venue.
Showtime in the Park	The Park is a great place to perform for tips, but getting a gig to do your tricks on the Park stage will attract a lot more attention.	Go to the Park venue and audition for the proprietor. Get a gig and complete it.
Showtime on Center Stage	Let's see how potent your magic skills are. Go talk to the proprietor of a Live Show Venue and see if you can pull a gig out of your hat.	Go to any of the Live Show Venues and audition for the proprietor. Get a gig and complete it.
The Art of Magic	As someone famous once said (or if they didn't, they should have): All Art is Illusion. Now you can show that Illusion can be an Art. Go to the art museum and perform for tips from the patrons and artists (hopefully they won't all be the starving kind!).	Go to the art museum and perform for tips.
The Magic of Books	Reading about famous magicians will inspire you and may give you ideas for new tricks in your act. Go browse at the bookstore to get a magical mood lift.	Go to the bookstore to complete this opportunity.
Tricks for Tips	The three most important tips for becoming a great magician are practice, practice, and practice. Go find an audience and, not only will you improve your skills, you may conjure up some tip money.	Go to a public place and perform for tips.
Tricks for Tots	Students at the school need a break from all the Reading, 'Riting and 'Rithmetic. Amaze and entertain the kids while inspiring future pickpockets, grifters, and kleptomaniacs.	Go to the school to teach magic tricks to kids.
Tricks for Troops	The military trainees have been hard at work and it's time for a little R&R. You've been invited to put on a special performance as a reward for all their strenuous training.	Go to the military base to complete this opportunity.



Careers

Acrobat

Juggling and twirling flaming objects is a great way to keep audiences on the edge of their seat!

How do you feel about becoming a mime? Have you always wanted to juggle sharp or flaming objects in front of a mesmerized crowd? Then perhaps you should consider the new Acrobat career.

Acrobats are true multi-faceted performers capable of performing a wide range of jaw-dropping feats. But it takes a lot more than just practice to rise to the upper tier of this career path.

An Acrobat's body is their instrument, and they must take good care of themselves by working out routinely to build their Athletic skill. Acrobats aren't couch potatoes, so get ready to move!

Beneficial Traits

Athletic, Ambitious, Natural Born Performer

Negative Traits

Absent Minded, Clumsy, Coward, Loser

Work Location

Various locations/venues.

How Hired

Answer computer/newspaper ad or speak to proprietor.

Work Week

Greatly varied based on gigs booked; prepare for busy evenings.

Salary Progression

Acrobats earn a small weekly stipend but make most of their money from gigs.

Responsibilities

- Perform for Tips
- Improve Athletic Skill
- Get Gigs

Tip

Acrobats have a hidden Performance skill they build while performing feats. The more they practice and perform, the more the Performance skill increases.

Acrobats with high Athletic skill gain the Performance skill at an increased rate.

The Performance skill helps determine the success rate of each feat performed.

Acrobat—Career

Level	Title	Weekly Stipend	XP Needed to Advance	Outfit/Object Unlocks	Feat Unlocks	Interaction Unlocks
1	Aspiring Mime	§275	400	Outfit 1	Mime: Human Statue, Pulling a Rope, Trapped in a Box, Walking in the Wind	Social: Mime Conversation with Self
2	Novice Juggler	§340	500	Outfit 2	Fire Baton; Juggle: Clubs, Knives, Torches	—
3	Performance Artist	§400	600	—	—	—
4	Contortionist	§525	800	Outfit 3	Contortion	—
5	Ace of Agility	§650	1000	—	—	—
6	Novice Balancer	§850	1200	Balance Ball	Balance Ball: Ball-derdash	—
7	Master of Balance	§1,125	1500	Outfit 4	Balance Ball: Ball-erina	—
8	Firefly	§1,475	1800	Giant Ring of Fire	Balance Ball: The Big Bounce; Giant Ring of Fire: Blazing Ballet	—
9	Fire Dancer	§1,850	2100	Outfit 5	Giant Ring of Fire: Fiery Faceplant	—
10	Master Acrobat	§2,475	2500	—	Giant Ring of Fire: Flaming Fliptease	—

Acrobat—Badges and Achievements

Badge	Achievement	Description
	Acrobat Around	Have an Acrobat Sim perform at least once at each venue type
	Acromaniac!	Have a Sim fulfill the Master Acrobat Lifetime Wish
	As Hard as it Looks	Have your Acrobat Sim perform all 3 Giant Ring of Fire tricks in a row, without failing
	Is That Real?	Have your Acrobat Sim perform the Human Statue trick 30 times
	Legendary Performer	Have a Sim put on a Legendary Show as an Acrobat
	The Show Must Go On	Perform a Legendary Acrobat Show in a Big Show Venue as a Ghost
	Winner in the Park!	Have your Singer, Magician, or Acrobat Sim win a SimFest in a Park
	Works Hard for the Money	Earn §20,000 in tips as an Acrobat

Getting Started: No Clowning Around

Everybody loves mimes, right? Mastering the art of pantomime is just the beginning of an Acrobat's career.

Acrobats can perform a wide range of exciting feats. But you'll need to level-up before you can really put on a good show.

Acrobats gain career experience faster if they improve their Athletic skill.

This means an Acrobat must split time between working out and practicing feats, such as juggling.

By building your Acrobat's Athletic skill, you increase the rate at which the hidden Performance skill is earned, leading to fewer failures when performing.

Upon joining the Acrobat career, Sims can perform four different Mime feats: Human Statue, Pulling a Rope, Trapped in a Box, and Walking in the Wind.

Instead of practicing each of these feats one at time, head to a park or other public place and use the Perform for Tips option.

Your Acrobat will automatically cycle through all available feats, earning career experience as well as tips.

When miming, Athletic skill is not crucial. But it's still a good idea to get in the habit of working out.

When your Sim is not performing for tips, hit the gym to build Athletic skill.

While it's possible to advance in the Acrobat career without even stepping into a gym, progress will go a little faster if you work on your Athletic skill.

Build Athletic skill by working out for a few hours every day.

By making your workout a daily part of your routine, you build the Athletic skill without gaining the Sore or Fatigued moodlets.

While you can work out in front of a TV at home, the gym offers more equipment and better results.

Of course, you can always buy your own workout equipment, but for starting Acrobats, the cost is somewhat prohibitive.

Just go to the gym—it's totally free! After your workout, practice your feats by performing for tips.

As your Athletic skill increases, you will notice a significant reduction in the number of failed feats, leading to far fewer Embarrassed negative moodlets.

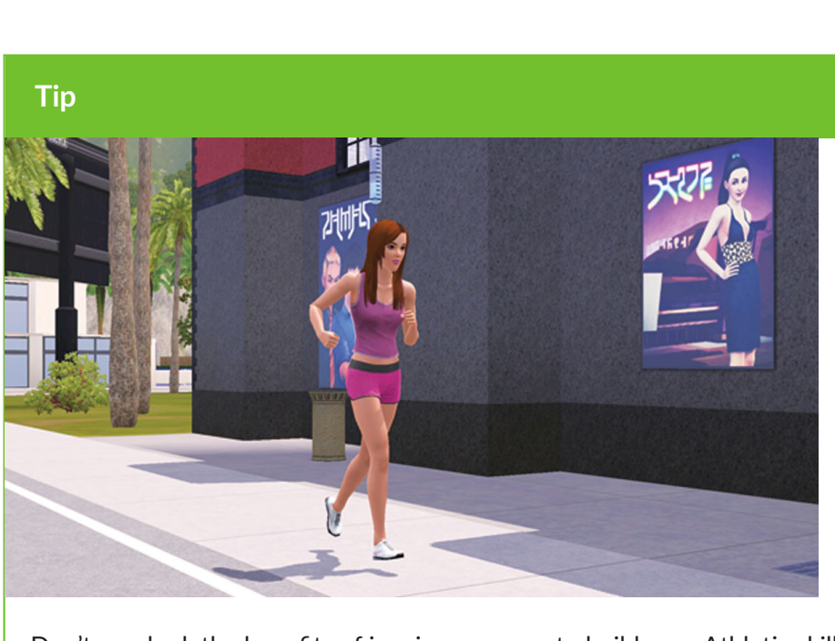
Acrobat Feats

- Mime: The Acrobat can perform four different Mime feats including Human Statue, Pulling a Rope, Trapped in a Box, and Walking in the Wind.
- Juggle: The Acrobat can choose from three different items to juggle including Clubs, Knives, and Torches.
- Fire Baton: After setting it ablaze, the Acrobat tosses and twirls a fiery baton through the air during this routine.
- Contortion: Utilizing balance and immense flexibility, the limber Acrobat contorts their body into a random pose.
- Balance Ball: Choose from Ball-derdash, Ball-erina, or The Big Bounce to send the Acrobat scurrying across the stage while balancing atop a large ball.
- Giant Ring of Fire: The Blazing Ballet, Fiery Faceplant, and Flaming Fliptease feats require the Acrobat to perform a series of tricks within a large ring set ablaze.

Gigs: Don't Break a Leg

You can practice all your mime and juggling routines by performing for tips. This is a great way to earn career experience while building your Performance skill. The money isn't bad either.

Tip



Don't overlook the benefits of jogging as a way to build your Athletic skill. This option unlocks at level 1 of the Athletic skill, allowing your Sim to jog to locations around town.

Consider jogging to the gym or jogging home after a show. However, only jog to locations that have showers because your Hygiene will suffer unless you use the Don't Break a Sweat tone.

Acrobat—Gig Earnings

One-off Gigs

Level	Weekly Stipend (§)	Multiplier	Park	Coffee-House	Live Show	Private	Big Show
Default Pay (§)			200	400	700	1,100	1,800
1	275	0.69	-	-	-	-	-
2	340	0.85	170	-	-	-	-
3	400	1	200	400	-	-	-
4	532	1.33	266	532	-	-	-
5	640	1.75	350	700	1225	-	-
6	840	2.25	450	900	1575	-	-
7	1160	3.5	700	14000	2450	3850	-
8	1480	5.55	1110	2220	3885	6105	9990
9	2000	6.5	1300	2600	4550	7150	11700
10	3600	10	2000	4000	7000	11000	18000

Steady Gig

Level	Weekly Stipend	Multiplier	Park	Coffee-House	Live Show	Private	Big Show
Default Pay (§)			200	400	700	1,100	1,800
1	275	0.69	-	-	-	-	-
2	340	0.85	255	-	-	-	-
3	400	1	300	600	-	-	-
4	532	1.33	399	798	-	-	-
5	640	1.75	525	1050	1838	-	-
6	840	2.25	675	1350	2363	-	-
7	1160	3.5	1050	2100	3675	5775	-
8	1480	5.55	1665	3330	5828	9158	14985
9	2000	6.5	1950	3900	6825	10725	17550
10	3600	10	3000	6000	10500	16500	27000

By working out and performing for tips, your Acrobat will eventually reach Level 2 in their career, giving them the chance to audition for their first gig.

Head to Verde Park and audition for the proprietor to book your first show. Make note of the day and time, and remember to come back to perform.

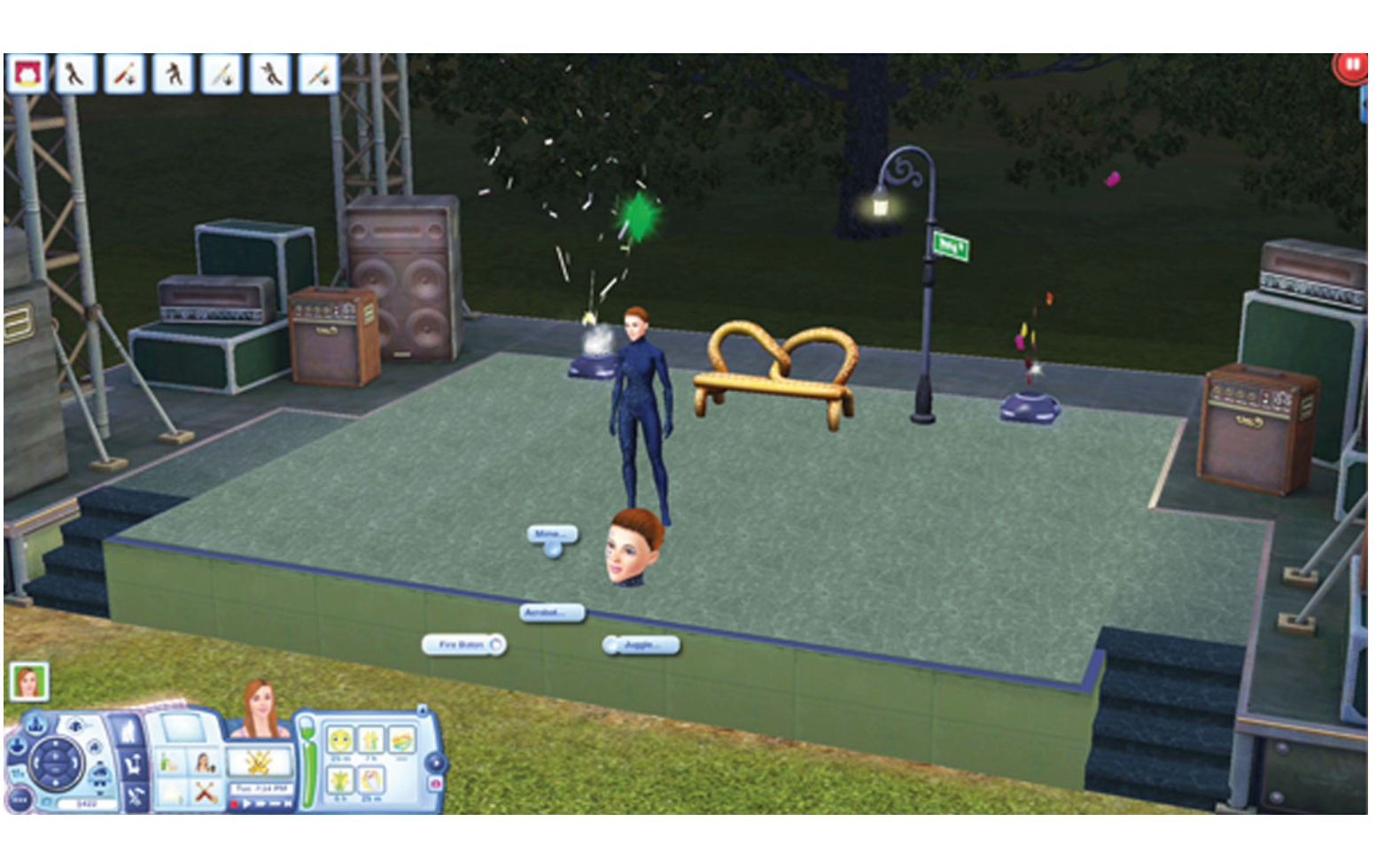
On the day of your gig, go ahead and work out and play for tips, but keep an eye on the clock as well as your Sim's needs.

Three or four hours before showtime, do you best to fulfill all your Sim's needs—eat a good meal, take a shower, use the bathroom, etc.

Head to the venue approximately an hour before the show starts and get to the stage. If you have some extra time, consider chatting with nearby Sims before setting up the stage.

While you can customize the stage any way you want, purchasing Stage FX objects and Stage Props is expensive for novice Acrobats.

So for your first gig, just use the venue's default stage configuration. You can purchase your own props and objects later, once you've established a regular income.



Plan your show by queuing a variety of interactions. Be careful not to repeat the same feats more than twice in a row.

Once the stage is configured to your liking, it's time to put on the show. Like the Magician, Acrobats can queue a variety of feats, effectively planning the progression of the show before it even begins.

Pause the game at the start of the show and line up your various feats. The order in which you perform each feat doesn't matter.

However, avoid repeating the same feat twice in a row. In addition to the standard Mime feats offered at Level 1, the Acrobat gains the Fire Baton feat as well as three new Juggling interactions (Clubs, Knives, Torches) at Level 2.

At Level 4 the Acrobat gains the Contortion feat, giving them the opportunity to show off their flexibility and balance.

When this interaction is chosen, the Acrobat strikes a random pose, sometimes pulling their leg over their head, and at other times doing the splits or bending backward, tucking their head between their legs.

Mix up the action of your show by switching between the interactions. Each of these interactions takes a while to perform, easily allowing you to fill the show with action.

Tip

Like the other performers, Acrobats can choose the Talk to Audience interactions during a show. But with so many feats to perform, there's no need to waste time talking.

Let your actions speak for themselves.

Even if you've been working out and practicing, there's a good chance you'll fail some of these feats on stage, and gain the Embarrassed moodlet. But just keeping moving along with the show.

Even if you fail some (or most) of the interactions, you'll still get paid and earn a significant amount of career experience in the process.

Note

Are you turning out one awful show after another? Don't worry. You'll still build career experience and the hidden Performance skill even if your shows are less than stellar.

However, with a little practice you can limit on-stage failures. So in your spare time, practice your various feats before you get on stage.

The more you perform a feat, the less likely you are to fail at it. Following regular practices, the reviews of your shows will improve as you nail one feat after another during gigs.

Balance Ball

Acrobats excel in making the most difficult routines look easy. Never let 'em see you sweat!

The Balance Ball is a new prop object unlocked at Level 6 in the Acrobat career. This item appears in the Acrobat Sim's inventory and can be placed on-stage prior to a show.

The ball must be placed near the center of the stage, away from props and objects at the stage's front or rear.

This allows the Acrobat to easily access it during the performance.

There are three new acts that can be performed with the Balance Ball: Ball-derdash, Ball-erina, and The Big Bounce.

All of these acts are similar, requiring the Acrobat to stand on the ball and perform a variety of acrobatic flips, twirls, pirouettes, and other dramatic flourishes.

Routines on the Balance Ball are difficult, but rewarding if pulled off successfully during a gig. Consider practicing these acts at home where you're less likely to embarrass yourself.

Simply practicing these acts builds Performance skill, making your Sim much more likely to succeed later on.

The Balance Ball is not used when performing for tips, so you'll need to select these acts individually—place the Balance Ball somewhere, then interact with it to choose from the available acts.

Caution

Acrobat performances are very physical, causing a significant decay in the Hygiene department.

Therefore you may want to limit your social interactions after a show until you've enjoyed a refreshing shower or bath.

Giant Ring of Fire

How does he not set himself on fire? The Giant Ring of Fire is the perfect finale to any show.

When you reach Level 8 in the Acrobat career, the Giant Ring of Fire is unlocked.

Like the Balance Ball, this object appears in your Sim's inventory and can be placed on-stage prior to a show.

The Giant Ring of Fire gives you the opportunity to perform three new feats: Blazing Ballet, Fiery Faceplant, and Flaming Fliptease.

All of these feats involve setting the large ring on fire and performing a variety of acrobatic maneuvers within the prop as it rolls around the stage like wheel.

These feats have a very high degree of difficulty and are best performed by Acrobats with a high Performance skill.

Sims with the Daredevil or Athletic traits get a bonus when performing these acts, helping increase the likelihood of success.

This isn't an act that can be practiced by performing for tips.

Instead, you must practice these routines on your own by placing the Giant Ring of Fire somewhere and interacting with it.

Practice may not make perfect, but it certainly reduces the chances of setting yourself on fire while on stage.

Note

Playing with fire is always dangerous. But failing in a fire-based feat is never fatal.

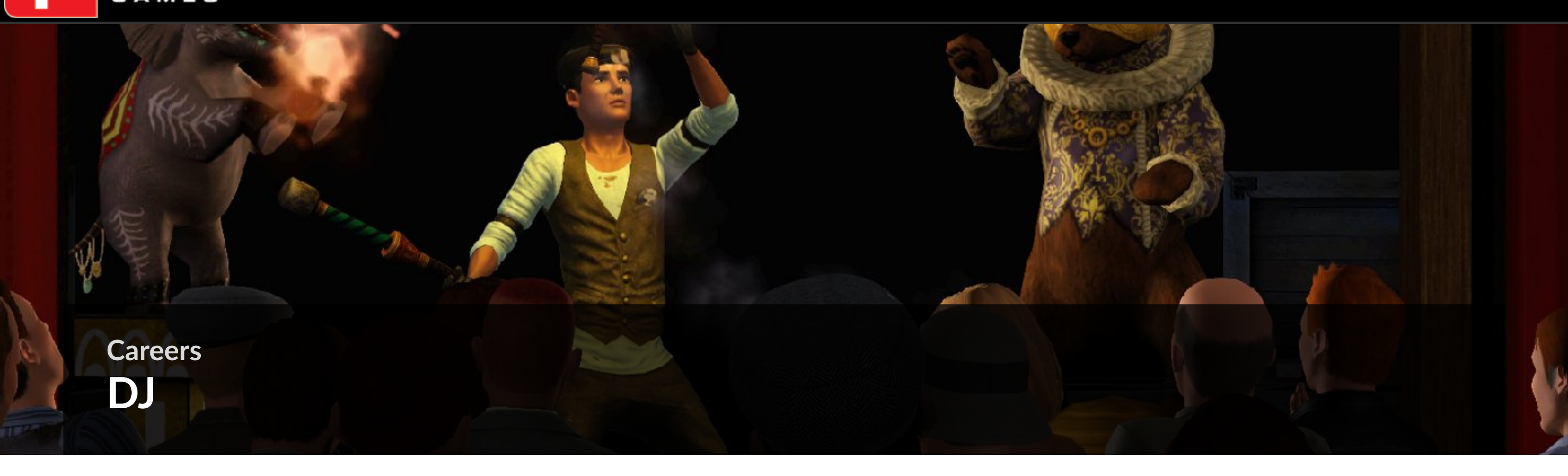
You may accidentally set your hair on fire, but it's something you'll recover from... at least once that Embarrassed moodlet expires.

Acrobat Wishes

Wish Name	Description
Audition for a Gig	Your Sim wants to audition for a gig. Is there a better way to get a regular stage for performance? No, no there isn't.
Challenge Someone to a Performance Duel	Take your rivalries and aggressions center stage! Your Sim wants to put their skills to the test by challenging someone to a performance duel at a SimFest!
Earn §X Performing for Tips as an Acrobat	Hopefully that invisible box stunt will be worth more than invisible tips! Your Sim wants to perform for tips as an Acrobat.
Get a Steady Gig	Scrambling to find a gig every night is the pits! Your Sim thinks it's about time to land a steady gig.
Get X Steady Gigs	Some people can't get enough stage time. Your Sim wants to have X steady gigs.
Have a Great Gig	Your Sim is definitely on the way to super-stardom! The next step: putting on a great show.
Have a Legendary Gig	Your Sim wants to perform the greatest gig ever!
Have X Excellent Gigs	One excellent show is never enough. Your Sim wants to put on bunch of excellent shows!
Have X Legendary Gigs	If one is good, more is better! Have some more legendary gigs!
Perform an Excellent Gig	Your Sim wants to put on a show that people will remember!
Perform for Tips as an Acrobat	Hopefully that invisible box stunt will be worth more than invisible tips! Your Sim wants to perform for tips as an Acrobat.
Perform in a Coffeehouse SimFest as a Professional Acrobat	A Coffeehouse SimFest may not have the draw of competitions at some other venues, but what they lack in size they make up for in post-show drinks, pastries, and adoring fans.
Perform in a Live Show Venue SimFest as a Professional Acrobat	In SimFests at Live Show Venues, everyone is well-practiced and dedicated to their craft. The competition is fierce, and that is just the challenge your Sim is looking for.
Perform in a Park SimFest as a Professional Acrobat	Some people find the open air and local feel of an outdoor competition inspiring. Your Sim wants to feel that inspiration by competing in a SimFest at a Park.
Perform Tricks X Times	Your Sim wants to show off their performing skills!
Perform X Gigs	Your Sim loves being in the spotlight and wants to put on more shows.
Perform X Gigs as an Acrobat	Your Sim wants to share the true art of acrobatics with an appreciative crowd.
Win a Coffeehouse SimFest as a Professional Acrobat	Your Sim may not be the biggest performer yet, but winning a Coffeehouse SimFest would be a great way to show off their talent.
Win a Live Show Venue SimFest as a Professional Acrobat	Your Sim knows that they're the greatest performer in this town but now wants to prove it by winning a SimFest at a Live Show Venue.
Win a Park SimFest as a Professional Acrobat	Your Sim is becoming more popular, but they want to become better known. Winning a SimFest at a Park just might do it.

Acrobat Opportunities

Opportunity	Description	How to Complete
Art Performance Art	Hey, Performance Art is art, too! Who wants to stare at boring paintings and sculptures when they can stare at you and your amazing physical feats? And while they can't hang you on a wall, they can give you tips.	Go to the art museum and perform for tips.
Feel the Burn	Very few of the world's greatest Acrobats are chubby and inflexible. Hitting the gym will make you stronger and more limber, and it will help you become a better Acrobat. It won't hurt your love life either.	Go to the gym and work out.
Freeze Frame	It's Italian Night at the Coffeehouse. To set the mood and class things up, the owner would like you to pose as a Classic Roman Statue. How else can you get a free meal and a few Simoleons for doing absolutely nothing?	Go to the Coffeehouse and pose as a Classy Human Statue.
Happy Pamper	The spa is running a promotion: one free pampering treatment. Now would be a good time to relax your muscles before you start learning some really crazy acrobatic stunts!	Go the spa to complete this opportunity.
Jailbreaking 101	The Big Boss has lost some of his best employees to the State Penal System. After seeing your "Mime in the Box" act, and then your contortion skills, he thinks you might be able to give him and his boys a few pointers on how to escape out of box-shaped spaces. You'll accept his offer if you know what's good for you.	Find the Big Boss at the criminal warehouse.
Medicine Show	There's nothing like miming and juggling to cheer up the sick folks at the hospital. And, if someone who hates mimes punches you, you'll be in a perfect place to get treatment!	Go to the hospital and perform for sick Sims.
Physical Education	The bookstore has a wide selection of books about having healthy minds and bodies. Stop by and read up on how to get the ideal body for performing Acrobatics.	Go to the bookstore to complete this opportunity.
Premiere Performance	The producers of a new Australian Circus documentary, "The Greatest Show on Perth," want to hire you to perform at the premiere. Exposure, Simoleons, and the glamour of the Movie Biz—what more could you ask for?	Go to the theater to entertain at the film premiere.
Promotion Commotion	It's Value Days at the grocery store and, while they would have preferred a clown, you're the next best thing! Attract attention by doing your act at the store to earn Simoleons and maybe a case of creamed corn.	Go to the grocery store to complete this opportunity.
Public Display of Contortion	Practicing at home is great, but to become a real performer you need to get out and entertain an audience. Any public place will do... and you just might earn some tip money while you're at it.	Go to a public place and perform for tips.
Pump Up the Crowd	There's a big game coming up, and the Team Mascot just blew a knee out! Can you step in and keep a crowd of thousands entertained and yelling like banshees?	Go to the stadium to complete this opportunity.
Showtime at the Coffeehouse	At Coffeehouses, most acrobatics happen after spilling scalding hot beverages. This may seem like an odd place to perform, but everyone can use a little extra entertainment, no matter where they are.	Go to the Coffeehouse venue and audition for the proprietor. Get a gig and complete it.
Showtime Exclusive	Your acrobatic act is becoming a hot ticket. Check with the proprietors at some of the Private Venues. They would love to have you come perform.	Get and complete a gig at any of the Private Venues.
Showtime Headliner	It's your time to step into the spotlight. The Big Show Venues with sold-out crowds are ready to watch you do your stuff.	Get and complete a gig at a Big Show Venue.
Showtime in the Park	Getting a gig to perform on the Park stage will raise you above the other street entertainers—literally and figuratively. Time to become the center of attention!	Go to the Park and audition for the Proprietor. Get a gig and complete it.
Showtime on Center Stage	You've been bending over backward to get your career off the ground. Now you're ready to get a gig in a Live Show Venue. Time to take center stage!	Go to any of the Live Show Venues and audition for the proprietor. Get a gig and complete it.
Talking Mimes	The first rule of miming: Don't talk! Unless, of course, you're a mime instructor. Learn how to become a better mime by attending a miming seminar. Ah, the irony.	Go to the business tower to attend the miming seminar.
Tricks Are for Kids	It's Physical Fitness Week at the school. You've been invited to teach kids some fun activities that don't require a TV, computer, or game console.	Go to the school to teach juggling to kids.
Twisted Science	The researchers at the science center are experimenting with rubberized joint replacement. With your incredible—some might say freakish—dexterity, they would like to do some tests on you. And you'll get a nice paycheck (which, hopefully, won't be rubberized).	Go to the science center to complete this opportunity.



Careers

DJ

Where it's at! If your Sim wants to perform, but still wants to keep their day job, they can moonlight as a DJ. It's a good way to have fun and supplement your income.

The Sims of Starlight Shores love busting out moves to their favorite tunes, and as a DJ you can help them get their groove on. Any Sim can become a DJ by simply interacting with one of the new DJ booths.

This is not a career, but more of a hobby you can use to earn a little extra money on the side. If you get really good, you'll be invited to perform shows at some of the venues around town. So step behind the turntables and get this party started!

Work Location

Home, public places, and venues.

How Hired

Can only land paid gigs by completing opportunities.

Work Week

Greatly varied based on available opportunities.

Salary Progression

DJ s only earn money by performing for tips or completing opportunities.

Tip

All Sims have a hidden DJ skill which is built by using the Play Track interaction. Successfully pulling off the Make It Groove interaction following a music request also builds the DJ skill.

Getting Started: Two Turntables...

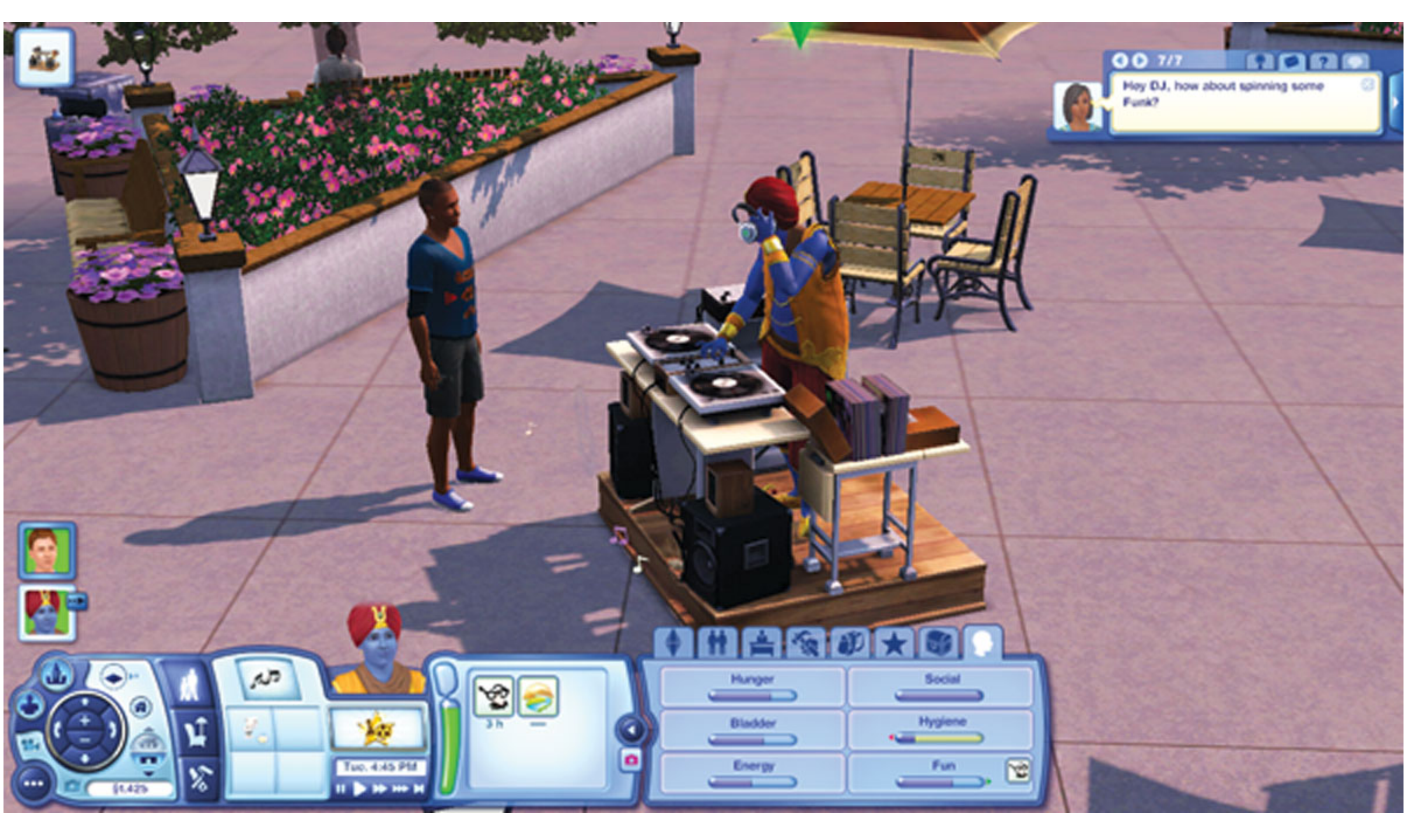
You don't need to buy a DJ booth immediately. Use the DJ booths at Los Sueños Private Club and Port-A-Party Warehouse for free while you build your DJ skill.

The DJ option is tied to the new DJ booth objects. You don't have to buy a DJ booth of your own to begin building your DJ skill. Two AmpliFly DJ booths are available in town, at the Los Sueños Private Club (near the pool table) and the Port-A-Party Warehouse (upstairs).

You can use either of these booths free of charge for as long as you like. Simply click on a DJ booth and choose the Play Track interaction to get started. Initially there are only two music genres to choose from: Dubstep and Funk.

As you play, a crowd may gather and dance around the DJ booth. During these moments one of the nearby Sims may request a different genre. Use the Change Track interaction to select the requested genre.

Successfully changing tracks within a reasonable amount of time results in positive relationship boost with the Sim who made the request.



Hey DJ, how about spinning some Funk?

Be ready to take requests. Changing tracks boosts your DJ skill and builds rapport with your audience.

Because the DJ skill is hidden, it's tough to gauge how far you've come along in your new hobby. But the more you play, the more DJ options become unlocked.

For example, you'll gain two new music genres (Drum N Bass and Niche) as well as the Make It Groove interaction. Make It Groove appears after you've changed tracks, and it allows you to perform a custom remix.

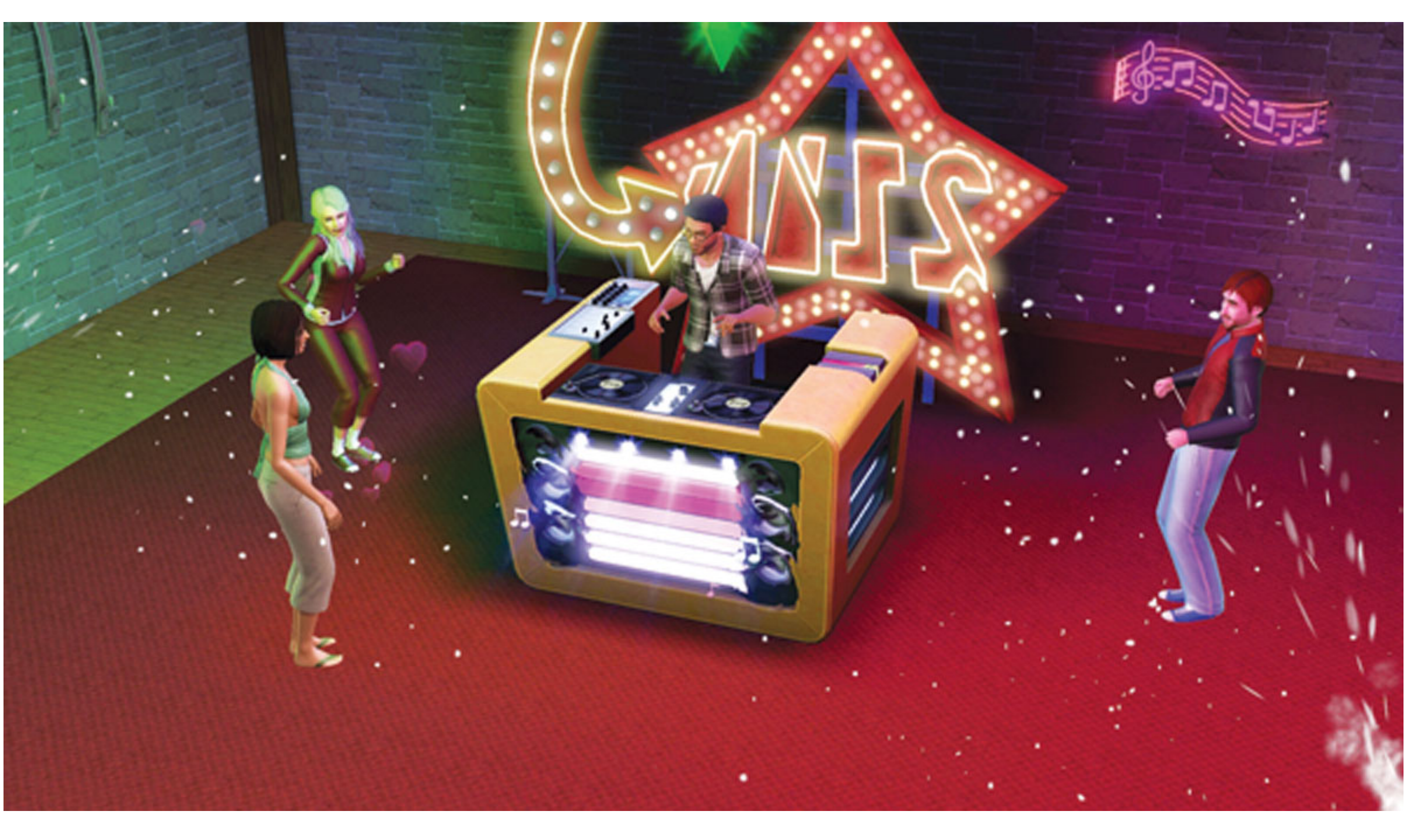
Succeeding at the Make It Groove interaction is dependent on your DJ skill. If you've just unlocked the interaction, there's a strong chance you will fail, leading to the negative Failed to Groove moodlet.

But if you manage to pull it off, you'll gain the Made It Groove! moodlet as well as a positive response from the crowd.

Tip

Once you own a DJ booth, throw a party and be your very own DJ. With a captive audience you can also make some money by performing for tips. Surely your guests will feel obligated to drop in some change, right?

Gigs: Hey Mr. DJ



When gig opportunities arise, show up at the venue with your DJ booth and put on a show.

No matter how great your DJ skill is, you can never book gigs in the same way as Acrobats, Magicians, or Singers. But you're not locked out of gigs entirely.

As your DJ expertise becomes known, there's a chance you'll get an opportunity requiring you to perform a gig at one of the venues in town.

But before you can complete one of these opportunities, you'll need a DJ booth of your own. Purchase the Old School DJ Booth (§1,295) and AmpliFLY DJ Booth (§2,500) from Buy Mode and place your chosen booth somewhere on your lot, then choose the Pick Up interaction to add it to your Sim's inventory.

Now that you have your own DJ booth, you can place it in virtually any public place and perform for tips or simply play tracks for the love of the music.

The SimTech Stage Props look perfect for DJ shows, but they do nothing to enhance the show. Using a venue's existing stage configuration will save you some money.

When an opportunity to play at a venue arises, pack up your DJ booth and get ready to put on a show. Like most opportunities, there are no set times in which you must perform the gig. You can show up and complete the gig at any time before the opportunity expires.

Upon arrival at the venue you're given the option to customize the stage—your DJ booth is automatically placed at the center of the stage. For DJs, stage customization has more to do with aesthetics than functionality.

There are no performance score or show reviews to worry about. You simply need to perform for a set number of hours (usually three) to fulfill the requirements of the opportunity. So if you have money to spare, feel free to add some cool Stage FX objects or props to the stage.

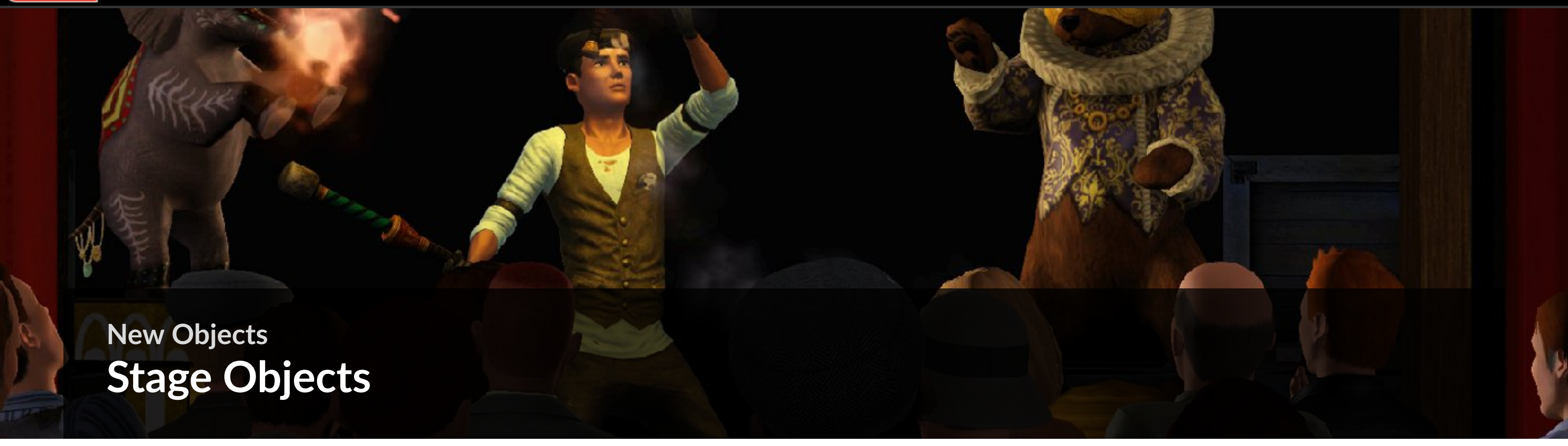
However, avoid placing these objects directly in front of the DJ booth, as this is where crowds like to gather and dance. Instead, keep props and objects to the background and periphery where they're less likely to interfere with foot traffic around the booth.

As crowds gather, be ready to take requests and don't forget the Make it Groove interaction. When you've played a gig for the required number of hours, the show is over and you're paid.

Opportunity-based gigs are the best way to earn money as a DJ, but they don't appear that often, so your Sim won't make enough to live on. So consider using these DJ opportunities as a way to supplement your income. In other words, don't quit your day job.

DJ Opportunities

Opportunity	Description	How to Complete
DJ at the Coffeehouse	The Coffeehouse circuit isn't just for folk-rock. Head over to a Coffeehouse, and then serve up some audio espresso. They need you to entertain the audience for at least 3 hours.	Go to the Coffeehouse venue and play a 3-hour gig.
DJ Exclusive	Spinning vinyl in private clubs makes you one of the hottest DJ's in town. Find a gig in any Private Venue, and you'll know you're going big time. They want you for a 3-hour show.	Go to any of the Private Venues and play a 3-hour gig.
DJ in the Park	Take your mobile beats to the Park and power mix for the people! They need you to play for at least 3 hours.	Go to the Park venue and play a 3-hour gig.
DJ on Center Stage	You're making a name for yourself, and it's time to step into the spotlight. Head over to any Live Show Venue and rock the joint. They need you to play for at least 3 hours. Go to any of the Live Show Venues and play a 3-hour gig.	Go to any of the Live Show Venues and play a 3-hour gig



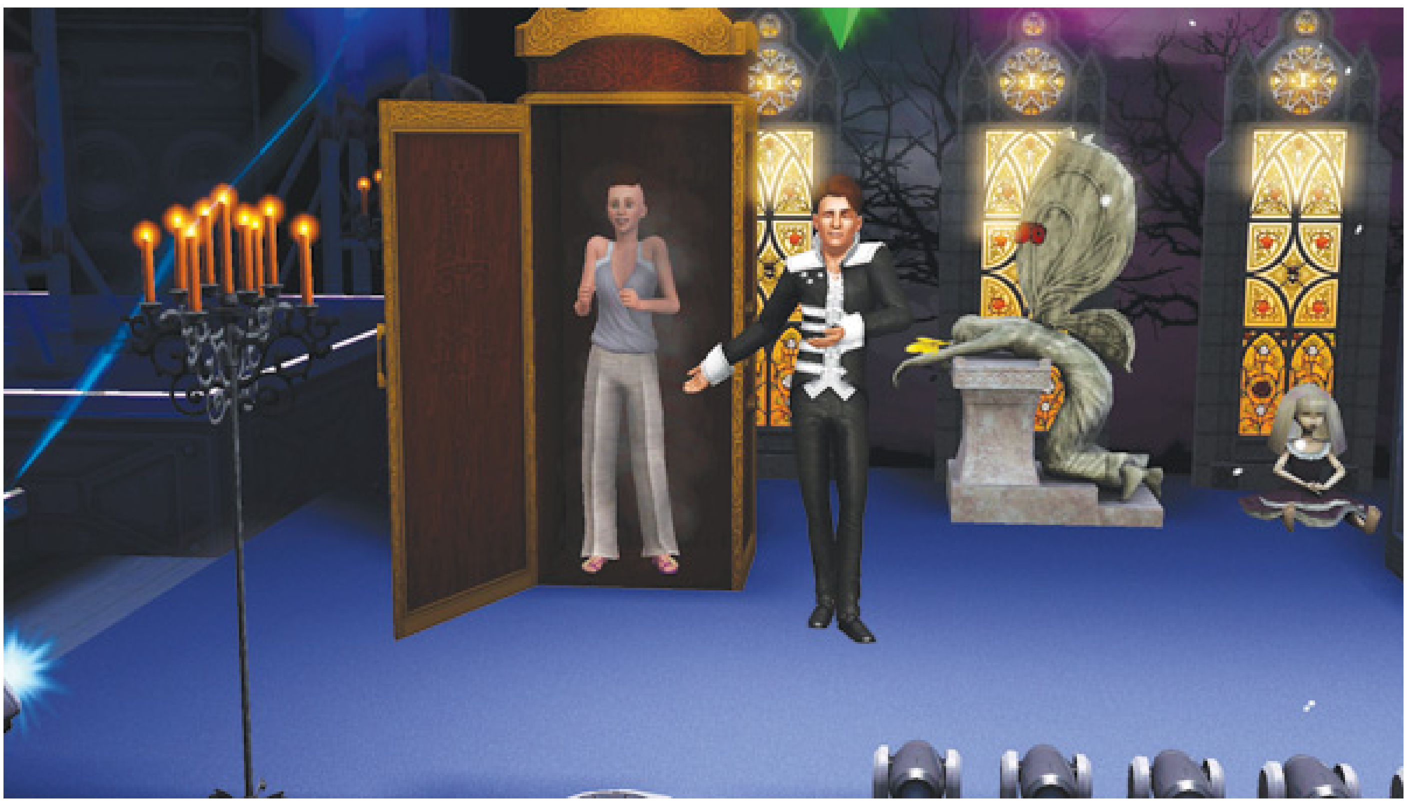
New Objects

Stage Objects

If you're new to Starlight Shores, chances are you don't have a lot of Simoleons left after purchasing your home. That's okay. As you get established in a new career, money will start trickling in. At that point, it's time to go shopping!

In addition to a wide variety of stage objects, *Showtime* adds a number of new household objects including simple items like chairs, dressers, tables, and lamps. But there are also a number of unique fun-boosting items like the Buck & Chuck Bronco or PlasmaPunch Gyroscopic Conductor.

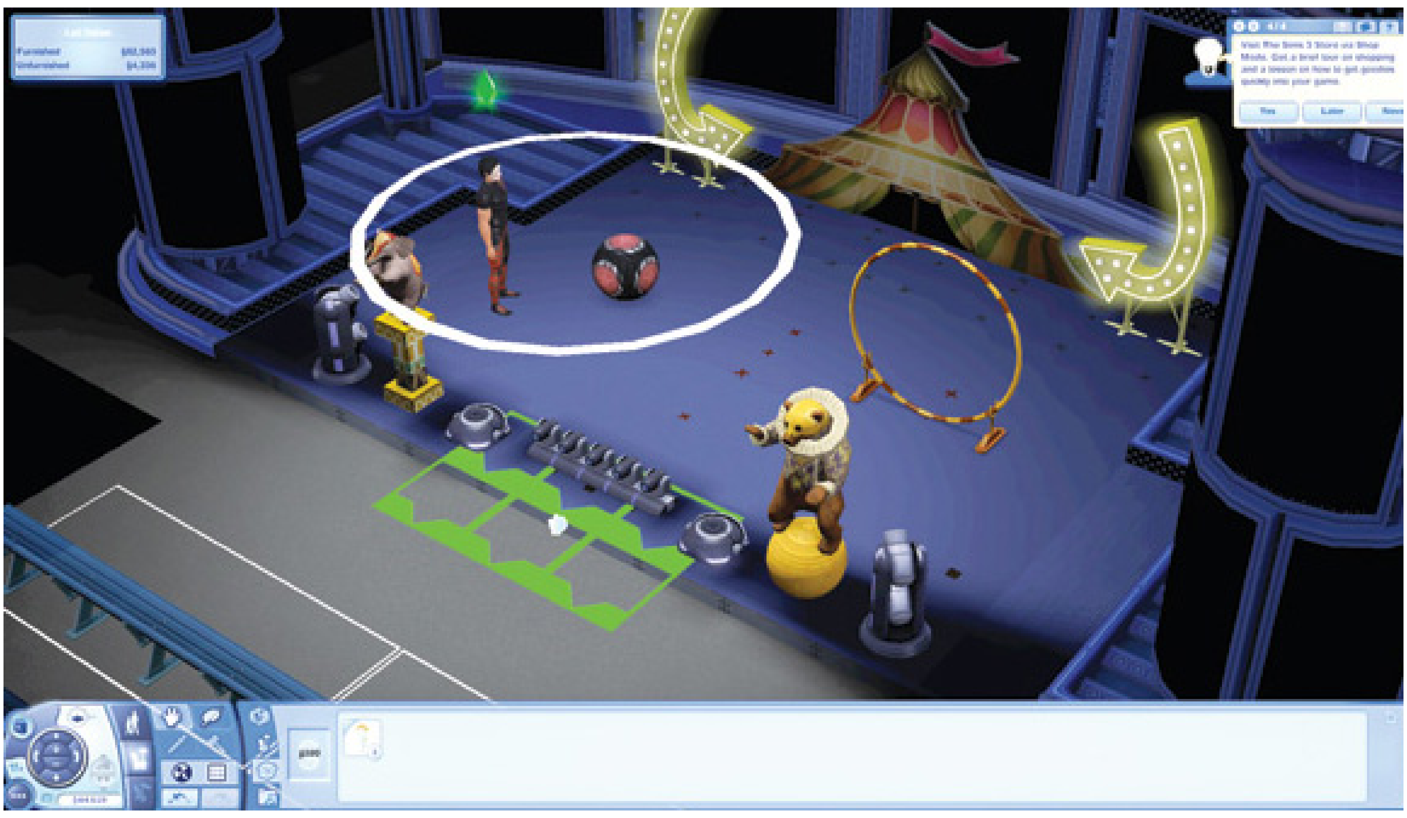
So no matter what you're looking to add to your house or stage, the new objects in *Showtime* have you covered—and you can find them all in this chapter.



Always match stage props from the same theme to increase your performance score. The Gothic Blackfyre props are perfect for adding a sense of mystique to magic shows.

Showtime introduces several stage objects associated with the new performance careers. Performers can place these objects on stage prior to a gig, helping boost their performance score while creating a unified theme for their show. These objects are broken into two categories: Stage FX objects and Stage Props.

Stage FX objects are items like lights and FX machines that produce cool effects like sparks, fire, arcs of electricity, or even bubbles. Stage Props range from simple objects such as themed crates to elaborate backdrops.

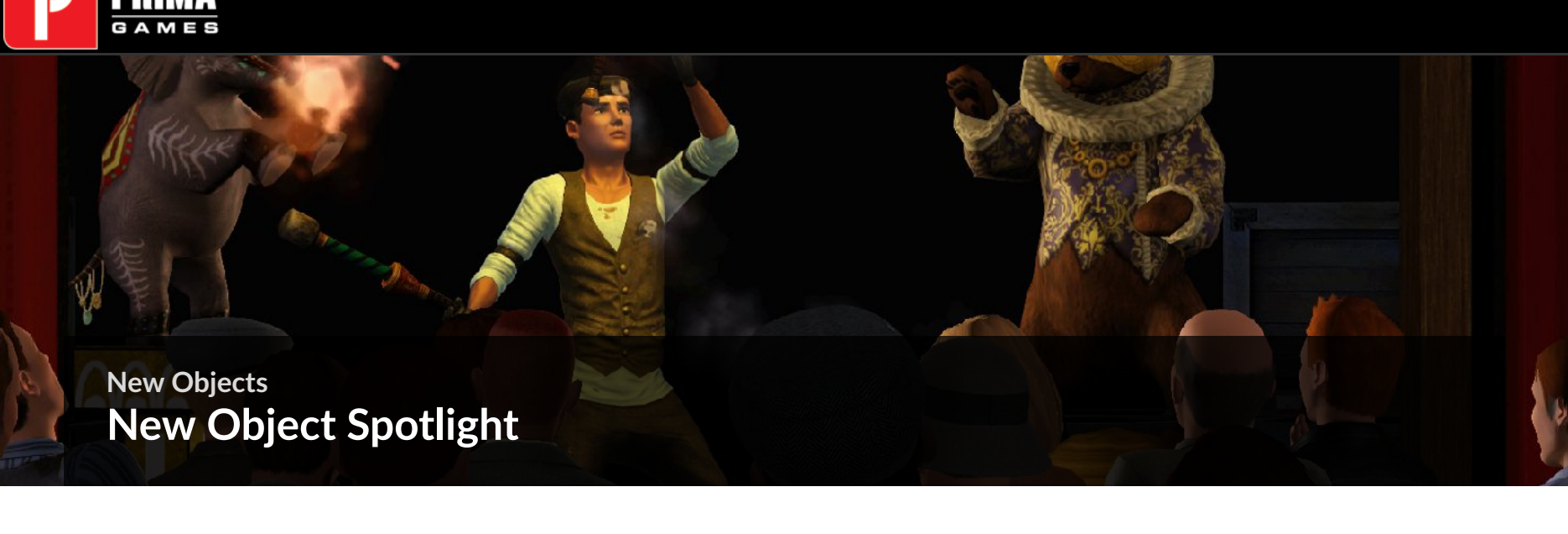


Space on stage is very limited. So place your objects carefully while paying attention to overall aesthetics and theme.

Designing a stage is similar to designing a room—you want to pack as much onto the stage as possible to wow your audience! However, you can only place these stage objects at predetermined spots on the front and back of the stage.

The more you can squeeze on stage, the better your performance score. But instead of simply going for quantity, pay close attention to the themes of your props. Your performance score will get a slight boost when you decorate the stage with props from the same theme.

For example, if you want to go for a Gothic theme, choose the Blackfyre prop family. Or perhaps you want a sci-fi theme? Then go for the futuristic Sim Tech props. Not only are the props a great way to boost your performance, they make great decorations/ furniture for your house too. For a complete list of all Stage FX objects and props, go to the Object Catalog section.



New Objects

New Object Spotlight

While all of the new objects in *Showtime* are listed in the Object Catalog later in this chapter, there are a few cool new items you'll want to know a little bit more about.

Many of these objects have hidden skills associated with them that determine your Sim's success when performing interactions.

Some objects also build core skills like Logic or Athletic. So browse through the following objects and save up your Simoleons—chances are you'll want to add some of these to your home.

AmpliFly DJ Booth

Purchase Cost: §2,500
Interaction Cost: None
Fun: 4
Benefits:

- DJ (hidden skill)

Description: When you're starving for some mouth-watering melodies, this booth is the place to belly up to some beats. Dish yourself up some rich rhythms with a piping hot side of bass. Once you've sampled these delectable descants, everything else your ears will taste is ash.

Object Notes

Get ready to spin some phat jams with this hi-fi DJ booth. Any Sim can hop behind these turntables and start spinning tracks to build the hidden DJ skill.

As a Sim's DJ skill increases, they'll unlock new music and the Make it Groove interaction, allowing them to perform an improvised mix of the current track.

Your DJ has a chance of failing or succeeding the Make it Groove interaction based on their DJ skill. If they succeed, they get the Made it Groove! positive moodlet—failed interaction lead to the Failed to Groove moodlet.

Don't be surprised if a crowd gathers around the booths as Sims start swaying to the music. But be ready to switch tracks as requests are made.

Playing the requested track in a reasonable amount of time boosts the DJ skill as well as your Sim's relationship with Sim who made the request.

As your DJ skill increases you may receive new opportunities to play gigs at clubs for money. For more information on becoming a DJ, see the Careers section.

NOTE

If you don't have quite enough money for the AmpliFly DJ Booth, consider the less expensive Old School DJ Booth, priced at a cool §1,295.

Arcade Tables

Purchase Cost: §1,300–1,700
Interaction Cost: §5 single-player, §10 two-player
Fun: 7
Benefits:

- Arcade (hidden skill)

Description: Sit down and expect to be glued to these games for hours and possibly days. Choose from three of the year's top-rated arcade games: Captain Starplanet, Exploding Tank Man, and Robots vs. Monsters.

Object Notes

Playing one of these arcade tables is the perfect way to kill boredom while building a relationship with your opponent. This makes it a great activity while on a date or part of a group.

Whether you win or lose, playing arcade tables builds the hidden Arcade skill.

As the Arcade skill increases, your Sim gets better at these games and similar games like Super Skee Ball. Arcade tables can be found at various venues throughout Starlight Shores but you can also buy one of your own.

But if you buy one, you will need to supply your own chairs.

Buck & Chuck Bronco

Purchase Cost: §9,500
Interaction Cost: §10
Fun: 9
Benefits:

- Athletic

Description: Whoa Nelly!!! This ain't your plain run o' the mill mechanical bull.

This bad boy has been tweaked, tuned, refined, revamped, augmented, and enhanced to bring you the bumpiest, most buckin' ride you've ever saddled-up to.

Eight seconds will seem like eternity as you whiteknuckle that ol' bull rope and hold on for dear life! This one is sure to put you in the spotlight and leave you screamin' "Yee- HAW!" when you're finished.

Object Notes

Unless you own one, each ride on the Buck & Chuck Bronco will cost you §10, regardless of which of the three settings you choose: Easy Rider, Bucking Bronco, or Crazy Cowboy/ Cowgirl—free rides are offered to Sims who have mastered the Athletic skill.

This is a popular attraction at Rodeo-Go-Go, but you can add one to your home for the steep price of §9,500. But can you really put a price on fun? A Sim's Athletic skill determines how well they perform on this mechanical bull.

Sims who have never stepped into a gym are likely to be thrown from the ride after a few simple rotations.

Sims with a high Athletic skill are not only more likely to finish a ride, but they also spin into a cowboy outfit before jumping on. Here are a few other fun facts about the Buck & Chuck Bronco:

- If a Sim falls off the bull, they get the Pwned by the Bull! negative moodlet. If they manage to stay on for the whole ride, they get the Conquered the Bull positive moodlet.
- Sims with the Dramatic or Inappropriate trait have a chance of changing into swimwear or a cowboy outfit before riding the bull.
- Any Sim riding the mechanical bull in swimwear gets the Attention Frenzy! moodlet and will draw a crowd.
- Daredevil Sims get the Adrenaline Rush moodlet regardless of success/failure. They can also only ride the bull on the Crazy Cowboy/ Cowgirl setting.

Gigi Photo Booth

Purchase Cost: §3,175
Interaction Cost: §10
Fun: 3
Benefits:

- Group Activity

Description: Gigi was an early actress so well-liked by camera and photographers that her name became virtually synonymous with pictures. Now there is a photo booth honoring her memory. Can it help make your Sim famous as well? It couldn't hurt!

Object Notes

The Gigi Photo Booth is the perfect place for two friends to take some silly snapshots together. Regardless of what kind of photos you take, it costs §10 per session inside the booth.

Or, if you've been sweet talking a romantic interest, the WooHoo and Try for Baby interactions become available, free of charge.

Although cramped, a photo booth offers plenty of room for two amorous Sims who can't wait to get home—the Public WooHoo positive moodlet is awarded to Sims who improvise.

Photo booths are often found in venues downtown, but you can also purchase one for your home if you have the extra money and free space.

Luxtacular Ultra Deluxe Pool

Purchase Cost: §5,950
Interaction Cost: None
Fun: 9
Benefits:

- Group Activity
- Pool (hidden skill)

Description: Make the Luxtacular Ultra Deluxe Pool table the centerpiece of your game room. This is the ultimate pool table, sure to impress you and your friends by blending modern styling with new "eight ball-corner pocket" technology.

Object Notes

Like playing arcade games, playing a game of pool is the perfect way to spend some time with a friend or loved one, helping build a relationship. The more you play, the more your Sim improves their hidden Pool skill.

This determines how successful they are when playing competitive games or performing Trick Shot interactions. By interacting with a pool table you can both practice and perform trick shots.

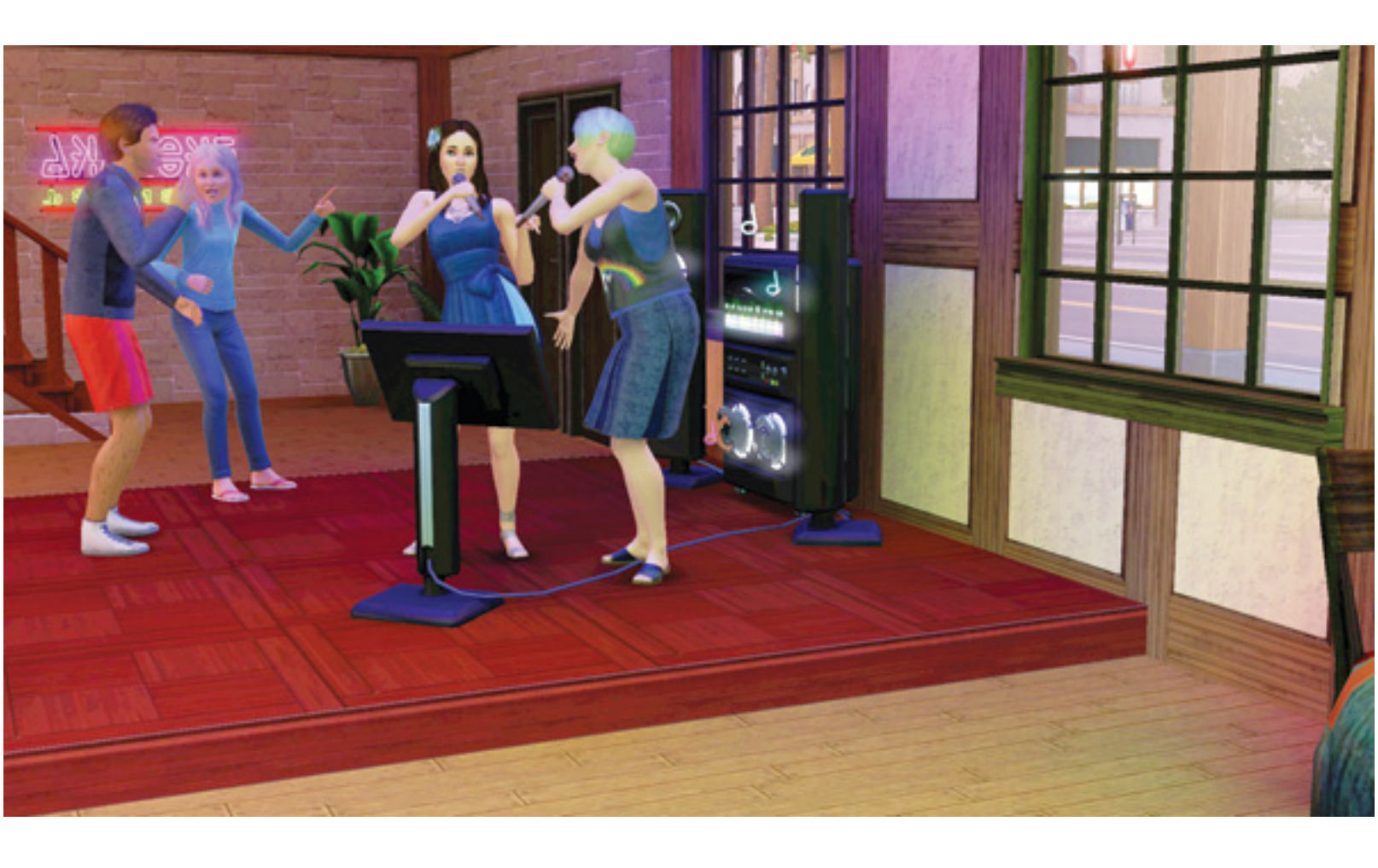
The more you practice trick shots, they better you become. Once your skills really take off, consider Performing for Tips.

Other Sims will be so amazed by your talents with a cue stick that they'll be compelled to toss some pocket change into your tip jar.

Note

The Luxtacular is the most expensive pool table. If you're looking for something less pricey, settle for the Side Pocket Pool Table for only §4,950.

Karaoke Explosion Machine from Landgraab Industries



Purchase Cost: §1,300
Interaction Cost: None
Fun: 7
Benefits:

- Group Activity
- Karaoke (hidden skill)

Description: Be the life of the party with the Karaoke Explosion Machine from Landgraab Industries. Sing along to your favorite hits such as "Boo Nitz" and "Vati Sadu." Guaranteed to rock the house even if you can't find a tune in an oversized bucket.

Object Notes

Singing karaoke is another great way to to build relationships...it's a fun activity for kids too. When possible, always sing a duet with a friend or loved one. All Sims have a hidden Karaoke skill that determines how well they sing.

So don't be shocked if your Sim is terribly off-key during their first performance—they'll get better with time. Singers automatically have the maximum Karaoke skill and will belt out any tune with ease.

Sims with the new Diva trait get the Enjoying Music moodlet regardless of how well (or how terribly) they're singing.

If you're not much of a singer, you can gather around the karaoke machine and dance or simply watch. Whether watching or dancing, you boost your Fun and Social needs.

Kingdomino Table

Purchase Cost: §325
Interaction Cost: None
Fun: 4
Benefits:

- Logic
- Dominoes (hidden skill)

Description: If you're going to play dominoes, do it right by playing on this Kingdomino special edition domino table. Inlaid with real imitation ivory, the hardwood surface has been scientifically engineered to be absolutely flat—perfect for keeping

OBJECT NOTES

Playing dominoes is just like playing chess. But instead of supporting just two players, a game of dominoes can entertain up to four Sims simultaneously. So gather around one of these tables and work on building your Logic skill.

Kingdomino tables can be found at many different locations in Starlight Shores, including Verde Park and outside the Broad Street Business Tower & Grill.

You can also buy a table of your own, but you will need to supply some chairs—especially if you want to encourage friends or family to join in.

In addition to boosting the Logic skill, playing dominoes also increases the hidden Dominoes skill. This skill helps determine a Sim's chance of winning.

While dominoes is a good way to boost your Social need, it does nothing to build relationships with your opponents.

PlasmaPunch Gyroscopic Conductor

Purchase Cost: §7,500
Interaction Cost: None
Fun: 8
Benefits: N/A

Description: Jump in and hold tight because this may be the ride of your life.

Like its predecessor, the Electro Dance Sphere, the PPGC harnesses the power of a thermofusion cell that is strong enough to generate an Einstein-Rosen Bridge. It's really out of this world!

PPGC UPGRADES

Upgrade	Handiness Skill Required	Descrption
Unbreakable	5	Object no longer breaks down
Inertial Stabilizers	8	Allows Sims to enjoy the ride without being ejected or becoming nauseous
Dimensional Gate	10	Adds the Enter Dimensional Gate interaction

OBJECT NOTES

Similar to the Buck & Chuck Bronco, the PlasmaPunch Gyroscopic Conductor (or PPGC for short) offers Sims a memorable ride, wildly spinning them in three dimensions.

While most Sims love this attraction, those with the Neurotic trait may want to stay away, because the ride is likely to make them puke.

Those with a low Athletic skill or the Clumsy or Unlucky traits stand a chance of being ejected. But both of these shortcomings can be addressed by installing Inertial Stabilizers—any Sim with a Level 8 Handiness skill or higher can do this.

The PPGC can also be fitted with a Dimensional Gate by Sims with a Level 10 Handiness skill.

This unlocks the Enter Dimensional Gate interaction, which causes a Sim to disappear and take a short adventure through space and time—this functions much like exploring the catacombs at the mausoleum.

During his interdimensional adventure your Sim has the chance to collect a variety of common and rare gems, seeds, fish, and metals—you can even find a Dusty Old Lamp containing a Genie!

The only PPGC in Starlight Shores can be found on the second floor of Port-A-Party Warehouse. Or you can always buy one of your own if you have an extra §7,500 sitting around.

Note

Sims with the Daredevil trait always get the Adrenaline Rush moodlet after riding the PlasmaPunch Gyroscopic Conductor—even if they've been ejected.

PowerMax 50x120

Purchase Cost: §150
Interaction Cost: None
Benefits:

- Athletic

Description: Who needs modern, newfangled exercise devices with nearly 50 incomprehensible settings? Working out should be simple and straightforward.

Buy this chin-up bar and start losing fat the way your grandparents did! Or just hang it in your living room to make it look like you work out.

OBJECT NOTES

The PowerMax 50x120 is little more than a bar that allow your Sims to perform chin ups. But what sets this apparatus apart from other exercise equipment is its low price and compact size.

You no longer have to devote an entire room to work out equipment.

Simply set this object against any wall where it's out of the way and make doing chin ups part of your daily workout routine. Chin ups build strength, much like lifting weights.

This counts toward the Body Builder challenge within the Athletic skill.

Slice of Life Golf Driving Range

Purchase Cost: §150
Interaction Cost: None
Stress Relief: 5
Benefits:

- Athletic
- Golf (hidden skill)

Description: Any time is tee time with the Slice of Life portable golf driving range. Have a ball (or a whole bucket) as you tee off into the ocean, woods, or side of your annoying neighbor's house. Fore!

OBJECT NOTES

If chin ups are a bit too strenuous, consider working on your golf swing with this new object. In addition to building the Athletic skill, the Slice of Life Golf Driving Range also builds the hidden Golf skill.

The Golf skill (and the total number of balls a Sim has hit in their lifetime) determines how far a ball goes when hit—your Sim's mood also plays a factor.

So the more you play (while in a good mood), the more likely you are to increase your driving distance. Sims with a high Athletic skill build their Golf skill at a slightly faster rate.

When interacting with this object, choose the Check Records interaction to get a rundown of your Sim's golf stats, including their longest drive, the number of balls hit, windows broken, and cars hit.

TIP

It's always a good idea to try an object out before you buy one. You can find two Slice of Life Golf Driving Ranges at Verde Park.

WallVuu XXXXL TV

Purchase Cost: §20,000
Interaction Cost: None
Fun: 9
Benefits:

- Cooking
- Athletic
- Gardening
- Fishing

Description: With a screen so big it can't be measured, the XXXXL TV will devour even the largest of living rooms.

This isn't your grandfather's big screen—this bad boy uses the latest super-secret, highly sensitive experimental High Definition technology that is sure to make your visitors' jaws drop in amazement!

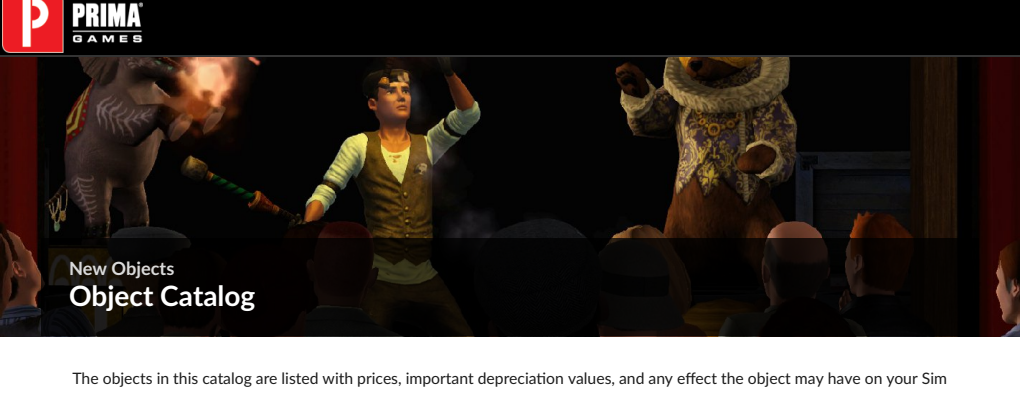
The future is here, so step up to the plate with the finest TV Simoleons can buy courtesy of WallVuu.

Object Notes

This TV is so big that you may need to build a new house to find room for it— consider making it the centerpiece in a home theater.

The price is also off the charts, costing a whopping §20,000! But if you've got the money, there are few better ways to quickly chase away boredom.

Choose from a variety of entertaining channels as well as a few educational ones that allow you to build your Cooking, Athletic, Gardening, and Fishing skills. Really, can books even compete with this bad boy?



New Objects

Object Catalog

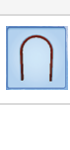
The objects in this catalog are listed with prices, important depreciation values, and any effect the object may have on your Sim as well as the environmental rating of a room.

Caution

Remember the rules of deprecation when purchasing these objects in Buy Mode. As soon as you click out of Buy Mode, the object you purchased begins depreciating. Each day, the object depreciates 10 percent. The bottom out value is 40 percent of the original price. The value of any object can never drop below 40 percent unless the object is broken or ruined.

New objects

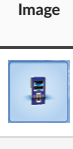
ARCHES

Image	object Name	Price	Daily Deprciation	Full Depric. Value
	Arch You Glad to See Me	§270	§27	§108
	Spanish Colonial Columned Archway	§250	§25	§100
	Spanish Colonial Archway	§230	§23	§92

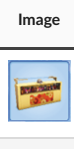
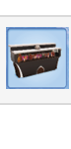
ATHLETIC

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Benefits
	PowerMax 50x120	§60	§18	§70	Athletic

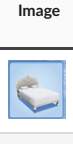
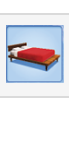
AUDIO

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Enjoying Music	Fun	Benefits
	Portably Portable Music Player by Muze Inc.	§300	§30	§120	2	3	
	Satellite Speaker by NuSound	§125	§13	§50	1		
	MegaVox Classic Jukebox	§575	§58	§230	1	4	Group Activity
	BassBoom Jukebox of the Future	§1,195	§120	§478	3	4	Group Activity

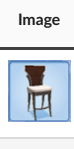
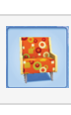
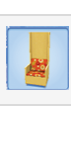
BARS

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Environment Score	Fun
	Spotted Bar	§750	§75	§300	3	6
	Rare Breed Bar	§1,200	§120	§480	5	6

BEDS

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Well Rested	Energy	Environment Score	Relaxation
	Royalty Refined Double Bed	§2,800	§280	§1,120	3	8	4	3
	Suite Dreams bed	§560	§56	§224	2	7	1	3

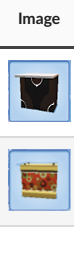
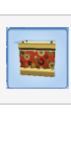
CHAIRS

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Comfy	Environment Score
	Lumbarstool	§425	§43	§170	2	
	No Worries Barstool	§320	§32	§128	2	
	What Big Chairs You Have!	§765	§77	§306	3	2
	Stolen Rose Chair	§875	§88	§350	3	2
	Suite Dreams Retro Chair	§335	§34	§134	1	2
	Umlät Living Chair	§225	§23	§90	2	1
	Knight-time Chair	§365	§37	§146	2	1
	Sleek Lounge	§650	§65	§260	3	1
	Sleek Bistro Seat	§150	§15	§60	2	1
	Talle Chair	§450	§45	§180	2	1

COLUMN

Image	object Name	Price	Daily Deprciation	Full Depric. Value
	Bubbletastic Bubble Column	§150	§15	§60

COUNTERS

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Environment Score
	Rare Breed Counter Island	§850	§85	§340	2
	Deserted Counter Island	§225	§23	§90	1

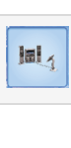
DOORS

Image	object Name	Price	Daily Deprciation	Full Depric. Value
	Spanish Colonial Double Doors	§800	§80	§320
	Glass Act Double Doors	§575	§58	§230
	Trapezium Double Doors	§600	§60	§240

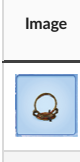
DRESSER

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Environment Score
	Suite Dreams Dresser	§400	§40	§160	2

ELECTRONICS

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Enjoying Music	Fun	Benefits
	Captain Starplanet Arcade Table	§1,700	§170	§680		7	
	Robots vs. Monsters Arcade Table	§1,400	§140	§560		7	
	Exploding Tank Man Arcade Table	§1,300	§130	§520		7	
	Karaoke Explosion Machine from Landgraab Industries	§1,300	§130	§520	2	7	Group Activiy

ENTERTAINMENT

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Fun	Relaxation	Benefits
	PlasmaPunch Gyroscopic Conductor	§7,500	§750	§3,000	8		
	AmpliFLY DJ Booth	§2,500	§250	§1,000	4		
	Old School DJ Booth	§1,295	§130	§518	4		
	Slice of Life Golf Driving Range	§150	§15	§60		5	Athletic
	Super Skee Ball	§3,250	§325	§1,300	9		
	Buck & Chuck Bronco	§9,500	§950	§3,800	9		Athletic
	Side Pocket Pool Table	§4,950	§495	§1,980	9		Group Activity
	Luxtacular ultra Deluxe Pool	§5,950	§595	§2,380	9		Group Activity
	Kingdomino Table	§325	§33	§130	4		Logic
	Star Lite 5000	§150	§15	§60			
	Gigi Photo Booth	§3,175	§318	§1,270	3		Group Activity

FENCES

Image	object Name	Price	Daily Deprciation	Full Depric. Value
	Fibonacci Fence	§75	§8	§30
	Mucho Suave Fence	§60	§6	§24
	Simply Stylish Wall	§45	§5	§18

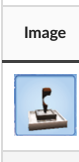
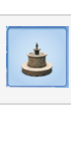
FENCE GATES

Image	object Name	Price	Daily Deprciation	Full Depric. Value
	Simply Stylish Gate	§185	§19	§74
	Mucho Macho Gate	§285	§29	§114

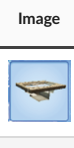
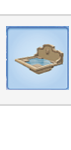
FIREPIT

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Environment Score	Fun	Hunger	Benefits
	Simply Stylish Tub o' Fire	§305	§31	§122	1	4	2	Group Activity, Fishing

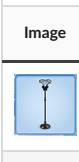
FOUNTAINS

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Environment Score
	Glass Act Fountain Sculpture	§3,500	§350	§1,400	7
	Spanish Courtyard Tower Fountain	§3,100	§310	§1,240	7

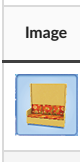
HOT TUBS

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Fun	Stress Relief
	Top Deco Mini Spa Hot Tub	§7,800	§780	§3,120	4	3
	Ponce De León Grotto Hot Tub	§13,500	§1,350	§5,400	5	4

LIGHTING

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Environment Score
	Let Down Your Golden Light	§575	§58	§230	2
	Invisible Kiss Candelabra	§520	§52	§208	2
	Suite Dreams Wall Sconce	§110	§11	§44	1
	Fluted Glass Light Fixture	§115	§12	§46	1
	La Frontera Sconce Light	§150	§15	§60	2
	Simply Stylish Wall Light	§125	§13	§50	1
	Latin Lava Terrazzo Brazier	§210	§21	§84	1
	Cubist Lamp	§400	§40	§160	2
	Planètes du Soleil	§475	§48	§190	2
	Geometric Light Puzzle	§600	§60	§240	2
	Oval Light Stacker	§ 425	§43	§170	2

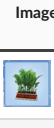
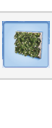
LOVESEATS

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Comfy	Environment Score
	Talle Couch	§650	§65	§260	3	2
	Conquistador XS Patio Loveseat	§680	§68	§272	2	2
	Talle Hooded Loveseat	§600	§60	§240	2	2

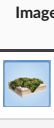
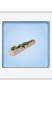
MIRRORS

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Well Rested	Comfy	Energy	Enjoying Music	Environment Score	Fun	Hunger
	Anti-Frantic Mirror	§90	§9	§36					2	3	
	The Fairest Mirror	§600	§60	§240					4	3	

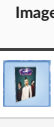
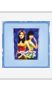
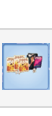
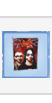
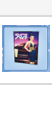
PLANTS

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Well Rested	Comfy	Energy	Enjoying Music	Environment Score	Fun	Hunger
	Las Palmas Palms Planter	§150	§15	§60					3		
	Ivy in a Box	§325	§33	§130					1		
	Brazilian Snake Plant Deluxe	§300	§30	§120					1		
	Brazilian Snake Plant	§60	§6	§24					1		
	Aloe Thera Plant	§55	§6	§22					1		
	Wallflowers Three Tier Planter	§500	§50	§200					3		

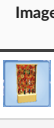
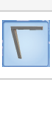
PLANTERS

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Well Rested	Comfy	Energy	Enjoying Music	Environment Score	Fun	Hunger
	Square Flower Planter	-	-	-							
	Long Flower Planter	-	-	-							

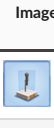
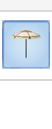
POSTERS

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Well Rested	Comfy	Energy	Enjoying Music	Environment Score	Fun	Hunger
	Three Men & a Llama Giant Poster	§1,525	§153	§610					7		
	Maxi McPlum Large Poster	§1,480	§148	§592					7		
	Large Heavy Metal Titans of Doom Poster	§1,895	§190	§758					7		
	Large Destiny Dreamstar Poster	§1,575	§158	§630					7		
	The Suit and Tie Guys Poster	§1450	§145	§580					7		
	La Ninjas del Toro Concert Collection	§1650	§165	§660					6		
	Heavy Metal Titans of Doom Concert Mega Collection	§2250	§225	§900					6		
	Custard posters, playbills and even a painting!	§1450	§145	§580					6		
	Three Men & a Llama Wall Poster	§960	§96	§384					4		
	La Ninjas del Toro Poster	§1,060	§106	§424					4		
	Destiny Dreamstar Poster	§1,010	§101	§404					4		
	The Bitter Girls Poster	§1,025	§103	§410					4		
	Peace Sign Express Poster	§950	§95	§380					4		
	Custard Poster	§1,030	§103	§412					4		
	The Suit and Tie Guys Vertical Poster	§35	§4	§14					4		
	Heavy Metal Titans of Doom Poster	§1,095	§110	§438					4		
	Rhoda Poster	§1,045	§105	§418					4		

SCULPTURES (FLOOR)

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Well Rested	Comfy	Energy	Enjoying Music	Environment Score	Fun	Hunger
	Perfect Space Bottle Cabinet	§450	§45	§180					1		
	Three Evils by Vaughn Mazing	§350	§35	§140					2		
	Tapered Bottle Cabinet	§800	§80	§320					2		
	Errant Guard	§6,200	§620	§2,480					9		
	Balanced Beams	§1,250	§125	§500					2		

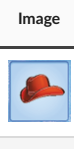
SCULPTURES (TABLE)

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Well Rested	Comfy	Energy	Enjoying Music	Environment Score	Fun	Hunger
	Glass Act Art Sculpture	§140	§14	§56					1		
	Less Light Umbrella	§50	§5	§20							
	Girasol Parasol	§52	§5	§21							

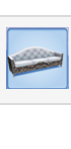
SCULPTURES (WALL)

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Well Rested	Comfy	Energy	Enjoying Music	Environment Score	Fun	Hung
	Suite Dreams Spotted Wall Panel	§75	§8	§30					1		
	Suite Dreams Retro Wall Panel	§75	§8	§30					1		
	The Anyothemame Rose	§350	§35	§140					2		

SIGNS

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Environment Score
	Cowboy Sign	§500	§50	§200	
	Marquee Sign	§2,500	§250	§1,000	
	Jazzy Neon	§325	§33	§130	3
	The Light Fantastic Downtown Neon	§175	§18	§70	2
	Musical Neon	§200	§20	§80	2
	LED Sign	§4,500	§450	§1,800	
	Stadium LED Sign	-	-	-	
	Karaoke Sign	-	-	-	
	Super Spender Kiosk Triangle #1	§100	§10	§40	
	Super Spender Kiosk Triangle #2	§100	§10	§40	
	Super Spender Kiosk Triangle #3	§100	§10	§40	

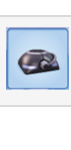
SOFAS

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Comfy	Environment Score
	Swellegant Sofa	§675	§68	§270	2	2
	Wake Me With a Kiss Sofa	§1,275	§128	§510	3	3

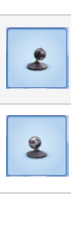
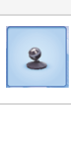
SOFA SECTIONAL

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Comfy
	Sopha Soft Sectional	§205	§21	§82	2

STAGE FX

Image	object Name	Price	Daily Deprciation	Full Depric. Value
	OmniAstonishing MultiFX Tower	§900	§90	§360
	Stellar Show FX Pod	§600	§60	§240

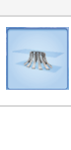
STAGE LIGHTS

Image	object Name	Price	Daily Deprciation	Full Depric. Value
	Iridescent Intensity Isolator	§775	§78	§310
	PentAurora Light Strip	§700	§70	§280
	Luminous Oculus 9000 (Medium Floor)	§475	§48	§190
	Luminous Oculus 9000 (Medium Floor Corner)	§475	§48	§190
	Luminous Oculus 9000 (Medium Floor Wall)	§475	§48	§190

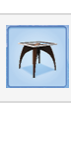
STAIRCASE

Image	object Name	Price	Daily Deprciation	Full Depric. Value
	Staircase Grande Con Carne	§50	§5	§20

TABLES (COFFEE)

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Environment Score
	The Youngest Daughter's Coffee Table	§415	§42	§166	1
	Blokki Coffee Table	§235	§24	§94	1
	Glass Act Vesuvius Table	§320	§32	§128	1

TABLES (DINING)

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Environment Score
	Suite Dreams Table	§425	§43	§170	1
	Glass Act X Table	§365	§37	§146	1
	Glass Act Feast Table	§960	§96	§384	3
	Sleek Bistro Table	§465	§47	§186	1

TABLES (END)

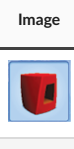
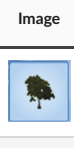
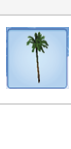
Image	object Name	Price	Daily Deprciation	Full Depric. Value	Environment Score
	Blokki End Table	§300	§30	§120	2
	Tabled After Midnight	§360	§36	§144	2

TABLE (OTTOMAN)

Image	object Name	Price	Daily Deprciation	Full Depric. Value
	Sopha Soft Ottoman	§155	§16	§62

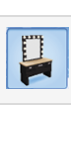
TREES

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Environment Score
	Small Dark Ash Tree	§115	§12	§46	2
	Dark Ash Tree	§150	§15	§60	2
	Aged Olive Tree	§185	§19	§74	2
	Small Aged Olive Tree	§120	§12	§48	2
	Tall Skinny Palm Tree	§350	§35	§140	3
	Short Skinny Palm Tree	§320	§32	§128	3
	Tall Skinny Sago Palm Tree	§310	§31	§124	3
	Short Skinny Sago Palm Tree	§195	§20	§78	2
	Dark Palm Tree	§335	§34	§134	3

TV

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Fun	Benefits
	WallVuu XXXXL TV	§20,000	§2,000	§8,000	9	Cooking, Athletic, Hunting, Fishing

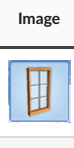
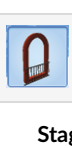
VANITIES

Image	object Name	Price	Daily Deprciation	Full Depric. Value	Environment Score	Fun	Benefits
	Deux Chic Vanity Set	§900	§90	§360	2	4	Charisma
	Behind The Curtain Vanity by Reserve & Reflect	§745	§75	§298	2	4	Charisma

VEHICLE

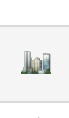
Image	object Name	Price	Daily Deprciation	Full Depric. Value	Benefits
	Electrol 3X	§85,000	§8,500	§34,000	Speed 6

WINDOWS

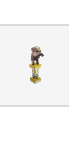
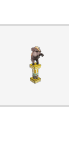
Image	object Name	Price	Daily Deprciation	Full Depric. Value
	Classy Glassy Window	§75	§8	§30
	Pressure Paned Window	§150	§15	§60
	Trapezium Window Standard	§145	§15	§58
	Spanish Colonial Balcony Window	§230	§23	§92
	Spanish Colonial Arch Window	§235	§24	§94
	Trapezium Window Narrow	§170	§17	§68
	Trapezium Window Wide	§350	§35	§140
	Spanish Colonial Fenced Window	§245	§25	§98

Stage Props

CITYLIGHTS SET (SET COST §1,775)

Image	Name	Price	Benefits
	CityLights Newspaper and Magazine Bundle	§10	Environment: 1, Comfy: 1
	CityLights Authentic BTA Bench	§100	Environment: 1, Comfy: 1
	CityLights Big City at Night	§225	Environment: 2
	CityLights A Day in the Big City	§225	Environment: 2
	CityLights Statue of Libersim	§270	Environment: 2
	This Way	§315	Environment: 2
	That Way	§315	Environment: 2
	CityLights A Star Is Born	§260	Environment: 2
	CityLights Boulevard Street Sign	§55	Environment: 1

ARTIFICIAL CANNON CO. SET (SET COST §995)

Image	Name	Price	Benefits
	Snare Thee Well Drum	§35	Environment: 1, Comfy: 1
	King of Thrones	§200	Environment: 1, Comfy: 1
	Under the Big Tent Backdrop	§335	Environment: 3
	Señor Hugglesworth by Artificial Cannon Co.	§145	Environment: 1
	Artificial Cannon Co.'s Non-Projectile-Launching Cannon	§120	Environment: 1
	Elephant Terrorized by Mice, by Artificial Cannon Co.	§160	Environment: 1

MAGICAL SET (SET COST §1,300)

Image	Name	Price	Benefits
	The Giant Hat	§50	Environment: 2, Comfy: 1
	Magic Doves Backdrop	§225	Environment: 2
	Magic Cards Backdrop	§265	Environment: 2
	Crystal Ball Stand	§175	Environment: 2
	Magic Trunk Prop	§110	Environment: 1
	Ring Tower	§315	Environment: 2
	Saw Box Prop	§75	Environment: 1
	Social Bunny Statue	§85	Environment: 1

SIMTECH SET (SET COST §1,565)

Image	Name	Price	Benefits
	SimTech Giga-Panel v1.5	§210	Environment: 3
	SimTech Giga-Panel v1.55	§210	Environment: 3
	SimTech Digi-Column	§140	Environment: 2
	SimTech Electro-Orb	§95	Environment: 1
	SimTech Digi-Arch	§335	Environment: 3
	SimTech Sim-Bot	§185	Environment: 2
	SimTech WhatIzIt?!?	§285	Environment: 2
	SimTech Bio-Cube	§105	Environment: 1

OM NOM NOM INC. SET (SET COST §895)

Image	Name	Price	Benefits
	Om Nom Nom Inc.'s Stack o' Hotcakes	§60	Environment: 1, Comfy: 1
	Pretzel Bench	§110	Environment: 1, Comfy: 1
	Ye Oldest Ice Cream Shoppe Ever	§300	Environment: 4
	Om Nom Nom Inc.'s Stack o' Cupcakes	§85	Environment: 1
	Tipped Ice Cream Cone	§130	Environment: 1
	Smooth like a Sundae Morning	§125	Environment: 1
	Third Largest Eclair in the World	§85	Environment: 1

BLACKFYRE (SET COST §1,140)

Image	Name	Price	Benefits
	Blackfyre Gothic Backdrop	§300	Environment: 4
	Blackfyre Candelabra	§45	Environment: 1
	Blackfyre Victorian Doll	§60	Environment: 1
	Blackfyre Gargoyle	§225	Environment: 2
	Grieving Fairie Sculpture	§285	Environment: 2
	Blackfyre Stained Glass Sculpture	§225	Environment: 2

DECOR8 SET (SET COST §830)

Image	Name	Price	Benefits
	8-bit Bunny Chair	§110	Environment: 1, Comfy: 1
	TomorrowWorld Backdrop	§440	Environment: 5
	All Three Planets Sculpture	§115	Environment: 1
	Decor8 Rocketship	§165	Environment: 1

SUGAR SHACK SET (SET COST §1,380)

Image	Name	Price	Benefits
	Gummie Bear Chair	§70	Environment: 1, Comfy: 1
	Candy Kingdom Backdrop	§695	Environment: 4
	Cupcake Lolli-prop	§370	Environment: 2
	Ribbon Candy Couch	§195	Environment: 2, Comfy: 1
	Gumdrop End Table	§50	Environment: 1

MARQUEE DE SIM SET (SET COST §1,695)

Image	Name	Price	Benefits
	LED Loveseat	§285	Environment: 2, Comfy: 2
	Marquee de Sim Backdrop	§840	Environment: 6
	Marquee de Sim LED Tower	§345	Environment: 2
	Marquee de Sim Diamond	§225	Environment: 2

STEAMPUNK SET (SET COST §1,605)

Image	Name	Price	Benefits
	Fourth Dimension Backdrop	§930	Environment: 6
	Lead Zeppelin	§440	Environment: 2
	Steampunk Contraption	§160	Environment: 2
	Steampunk Globe	§75	Environment: 1

MYSTERIA SET (SET COST §455)

Image	Name	Price	Benefits
	Mysteria Magic Curtains Backdrop	§350	Environment: 4
	Mysteria Black Plumbob Statue	§105	Environment: 1

MER-MADE SET (SET COST §915)

Image	Name	Price	Benefits
	Undersea Stage Backdrop	§470	Environment: 5
	Plumbob Oyster Shell	§130	Environment: 1
	Seahorse Sculpture	§145	Environment: 1
	Mer-Made Decorative Coral	§170	Environment: 1

STREET CRED SET (SET COST §465)

Image	Name	Price	Benefits
	Street Cred Graffiti Backdrop	§350	Environment: 4
	Street Cred Spray Can Prop	§115	Environment: 1

OLD WEST SET (SET COST §530)

Image	Name	Price	Benefits
	Old West Saloon Stage Backdrop	§300	Environment: 3
	Old West Plastic Cactus	§90	Environment: 1
	Old West TNT Box	§110	Environment: 1
	Hay Bale Coffee Table	§30	Environment: 1

CHESS SET (SET COST §1,130)

Image	Name	Price	Benefits
	Bishop	§125	Environment: 1
	King*	§320	Environment: 3
	Knight	§140	Environment: 1
	Pawn	§80	Environment: 1
	Queen*	§285	Environment: 2
	Rook	§180	Environment: 1

* = SimPort Unlock

Note

The Decor8, Sugar Shack, Marquee De Sim, Steampunk, Mysteria, Street Cred, and Old West sets are unlocked through SimPort. The King and Queen props from the Chess Set are also unlocked through Simport. Review the SimPort section in the New Simology chapter to learn how to unlock each set.